

PC ZONE

ONLY
£2.95

2.95/Hfl14.50 MARCH 1994 ISSUE 12

Be The Boss

Essential Guide To The Premier Football Management Games!



**Sexy
PCs –
Hot CDs**

**Lover's Guide
Inca II
Iron Helix
Spellcaster**

**PLUS WIN A
MULTI-MEDIA PC!**

WIN!



**HD
DOUBLE
CAPACITY
DISK**

No Disk?
Then ask your
newsagent to
give you one.

Theme Park

**EVEN MORE
GENIUS
FROM THE
SYNDICATE TEAM**



FREE!

**FLIGHT SIM TOOLKIT
KEYBOARD OVERLAY**



EXCLUSIVE TO PC ZONE

**Multi-player space
combat & exploration**

**VGA
PLANETS**

COMPLETELY PLAYABLE

XARGON

PLUS



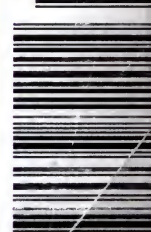
**Incredible new platform
game from the makers
of Jill Of The Jungle**

**SEE
P.14 FOR
DETAILS
VGA
REQUIRED**

**GRAPHIC ADVENTURE
SPECIAL!**

**LEISURE SUIT LARRY 6
GABRIEL KNIGHT
HAND OF FATE
POLICE QUEST IV**

03 >



DOOM!
Five Page Solution



IT'S NOT A GAME . . .

YOUR MISSION: YOU CONTROL THE MOST AGILE RACER KNOWN TO MAN AS YOU FLY DOWN THE 256 COLOUR, 3-D, POLYGONAL-SHADED LANDSCAPE AT SPEEDS WHERE THOUGHT AND ACTION ARE ONE AND MISTAKES ARE PAID FOR IN BLOOD! IF YOU AND YOUR TRACE VEHICLE SURVIVE, USE YOUR BONUS POINTS TO MODIFY ITS ARMOUR, FIREPOWER OR SPEED TO SUIT YOUR STYLE, THEN JACK BACK INTO THE NET FOR ANOTHER RUN!

IN DELTA V, A NEW TYPE OF VIRTUAL REALITY HAS BEEN BROUGHT TO THE PC!



≥ L6 12-09-2147 - 17H34.48
 ≥ "So chummer, you want to know about runnin?
 ≥ "The Net's the most dangerous cyber-dream you'll ever have, 'cept it's not a dream. You gotta be ruthless and quick, huggin' the lattice like an Olthan lungworm on a Borian air-grazer. Once you jack in, it's just you and your Trace.
 ≥ "Like I always said, Netrunnin' is like a drug, the speed gets you higher than a 'ject of Cephilene Blue, but a mistake'll leave you deader than a jacked out straightliner.
 ≥ "That chum, is as permanent as it gets ..."
 ≥ END
 ≥ GROTHAN JHIR, ex-Netrunner.

IT'S A STATE OF MIND

Available on: IBM PC AND COMPATIBLES

(VGA, minimum 386/33 processor, minimum memory 640k Ram, 2Mb EMS memory and high density disk drive required. Sonic support: Roland™, SoundBlaster and Gravis Ultrasound.)

Copyright© 1993 Bethesda Softworks. All rights reserved. Bethesda Softworks and Delta V are trademarks of Media Technology Ltd. Marketed and distributed under licence by U.S. Gold Ltd., 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366. All rights reserved.



BETHESDA SOFTWORKS™





dir.ectory

REVIEWS

30 **Gabriel Knight**

VOODOO WHAT YOU want to do as Sierra's adventure leads you into the world of murderous black mysticism.

36 **Fury Of The Furies**

DON'T BE FOOLED BY the cute packaging. This is a tough as nails platform challenge.

38 **Genesia**

WANT TO PLAY GOD? Then either invest in a big beard and voice training or a copy of this, not entirely unfamiliar game.

42 **Hand Of Fate**

RETURN TO KYRANDIA TO find a world of impressive graphics and a female lead.

46 **Shadows Of Darkness**

THE FOURTH EPISODE in the *Quest For Glory* series and quite probably the best yet.

48 **CybeRace**

ARE YOU UP TO being the Nigel Mansell of the 21st century?

50 **Companions Of Xanth**

LEGEND, FAMOUS (nay legendary) for its text adventures becomes the latest intern in the school of graphic adventures.

54 **Leisure Suit Larry 6**

WHAT A CARRY ON as the worst-dressed games hero has another grope into the world of political incorrectness.

58 **Terminator 2: Arcade**

FORGET THOUGHT, forget strategy just remember where the fire button is.

60 **Police Quest IV**

NEW LEVELS OF GRITTY REALISM on the crime-filled streets of America.

66 **Campaign II**

PREPARE TO TEST your skills in scenarios from World War Two to the present day.

72 **Heirs To The Throne**

IT'S ORC BASHING a go-go in this fantasy wargame from Mirage.

78 **Lilil Divil**

IT'S BEEN A LONG wait for this arcade adventure but by golly it's been worth it.

80 **Incredible Toons**

THE INCREDIBLE MACHINE comes over all strange and cartoony.



GAMES INDEX

- 89 AV8B Harrier Assault SVGA
- 111 C.I.T.Y 2000 (CD)
- 66 Campaign II
- 22 Championship Manager '94
- 23 Championship Manager Italia
- 83 Combat Classics 2
- 50 Companions Of Xanth
- 48 CybeRace
- 133 Doom
- 86 F-29 Retaliator
- 108 Famous Collection (CD)
- 36 Fury Of The Furies
- 30 Gabriel Knight
- 38 Genesia
- 110 Goblins 3 (CD)
- 107 Golden Seven (CD)
- 42 Hand Of Fate
- 72 Heirs To The Throne
- 104 Inca II (CD)
- 80 Incredible Toons
- 83 Indianapolis 500
- 106 Interactive Lovers Guide (CD)
- 109 Iron Helix (CD)
- 54 Leisure Suit Larry 6
- 78 Lilil Divil
- 108 Lost In Time (CD)
- 60 Police Quest IV
- 89 Powermonger
- 26 Premier Challenge
- 24 Premier Manager 2
- 86 Pushover
- 112 Quantum Gate (CD)
- 46 Shadows Of Darkness
- 113 Spellcasting Party Pack (CD)
- 88 Syndicate: American Revolt
- 58 T2: Arcade
- 84 Tornado Desert Storm
- 85 Ultima VI
- 90 Wing Commander

CD-ROM REVIEWS

Inca II PAGE 104 plus sex edutainment with the Interactive Lovers Guide. PAGE 106.

100%
GAMES

PC ZONE

19 Bolsover St,
London W1P 7HJ.
Tel: 071 631 1433
Fax: 071 436 1321

Editor Paul Lakin; Art Editor
Duncan C. Hemphill; Deputy Editor
Laurence Scotford; Technical
Editor Mark Burgess; Production
Editor Kirsty Fortune; Contributors
Chris Anderson, Simon Bradley,
Duncan MacDonald, David
McCandless, Patrick McCarthy, Vici
MacDonald (Design), Paul Presley,
Sam Syed (Design), Andrew Wright;
Publisher Tim Saddleton Ponting;
Subscriptions Hotline 0454
620070; Senior Sales Executive
Saul Leese 071 631 1433;
Advertising Sales Executive Mike
Shepherd; Group Advertising
Manager Christine Reid;
Advertising Production Manager
Jenni Wood; Group Production
Manager Simon Maggs; Assistant
Group Production Manager Mike
Robinson Origination Ebony 0579
340100; Printed in England by ET
Heron; Newstrade Manager James
Burnay; Distribution COMAG
Magazine Marketing 0895 444055;
Mail Order Manager Julia French;
Publishing Director Bruce
Sawford; Circulation Director
Sean Farmer; Creative Director
Jimmy Egerton; Non-Executive
Director Dick Pountain; Financial
Director Ian Leggett; Managing
Director Alistair Ramsay;
Chairman Felix Dennis



PC Zone is published
monthly by Dennis
Publishing Ltd. Company
registered in England,
number 1138891.
Entire contents ©1993
Felden Productions.

SMART!!!



WIN AN MPC

BLUEPRINTS

114 Theme Park

THE EMBARRASSINGLY talented Bullfrog team have been responsible for some of the best games of the last four years. So when he heard they were working on a new project Duncan MacDonald hot-footed it down to their offices to see if he could blag a copy.



FEATURES

21 Shout To The Top

HAVING FAILED IN HIS last minute bid for the poisoned chalice of the England job, Patrick McCarthy consoles himself by showing off his skills on a whole range of Football Management games and comes up with the essential guide to the good, the bad and the Wimbledon FC.

70 Computer Shopper Show

WE'RE AT IT AGAIN! The next Computer Shopper Show will see the PC Zone team in Birmingham, running a Games Arcade. Turn to these pages to find out about all the competitions and special events we'll be running, including an exclusive chance to buy the team a drink!

93 Beyond The Soundcard

HAVING SPENT ALL THAT money on your soundcard you don't want to just use it for recreating the noise of a TIE fighter (well alright you do, but just pretend), David McCandless shows you how to make the most of your PC's hit making potential by making beautiful music together.



REGULARS

6 CES Special

THE CONSUMER ELECTRONICS show in Las Vegas is possibly the most important computer games show of the year. Laurence Scotford brings us a special report.

14 Cover Disk Guide

Find out all you need to know about this month's wonderful cover disk.

16 Win A Multi-Media system

YOUR CHANCE TO WIN a Compaq Presario Multia-Media system in this fab compo.

52 Winter Olympics Compo Part 3

WIN A THRILLING ALPINE skiing holiday in the final part of our Winter Olympics competition.

83 Bargain Bin

STILL SUFFERING FROM post-Christmas poverty? Check out this bumper round up of classic games at basement prices.

98 Subscriptions

TAKE OUT A SUBSCRIPTION to PC Zone, and get a free game and the chance to join Club PC

104 CD-ROM Reviews

TEN PAGES COVERING the best of the latest CD releases including such diverse products as *Inca II*, and *The Interactive Lovers Guide*.

118 Bits & PCs

ONCE MORE, MARK BURGESS places a soothing hand on the brows of troubled PC owners.

120 Troubleshooter

THE ULTIMATE GUIDE to hacks and cheats with a special report on the Action Replay Card.

128 Wordprocessor

SOUND OFF ON vegetable issues, courtesy of our lettuce pages. (*I think you mean letters. Ed.*)

130 Off The Boards

THE DEFINITIVE GUIDE to Shareware and PD including a special report on *Doom* (Hurrah).

136 Mail Order

GET YOUR BACK ISSUES here, nice and hot.

138 Mr Cursor

THE STRANGE WORLD of Air Traffic Control!

PC

ZONE

March 1994 Issue Twelve

BONUS!



FLIGHT SIM TOOLKIT

KEYBOARD OVERLAY



VGA PLANETS AND XARGON

A multi-player space strategy game, plus a great platform puzzler, only with PC Zone.

HD DISK

Bulletin



+ The CES (Computer Entertainment Show) in Chicago is the biggest and the best leisure computing shows of the year. It's the essential place to be to catch all the latest developments in the PC games market and get a first glimpse of what's in the pipeline. PC Zone was there in the form of Laurence Scottford, our man in the Show Hall, with a forged name tag and bag full of free T-shirts.

Dynamix Trio

THE EAGERLY-AWAITED *Aces Of The Deep* leads a trio of first class products from Dynamix. *Aces Of The Deep* is an extension of the popular *Great War Planes* series, taking it to a new field of combat: the depths of the sea. *Aces Of The Deep* is set between the years of 1939 and 1945, when German U-Boats were the deadliest machines prowling the North Atlantic. You command your own U-Boat and attempt to play havoc with allied shipping. *Aces Of The Deep* incorporates every aspect of World War II naval actions, from convoys to mines and air attacks.

The action is beautifully rendered with some of the most outstanding 3D graphics we've seen, using Gouraud shading to depict rolling seas and sinking ships, in all kinds of weather from thick-fog to startlingly clear and starlit nights. Seven U-Boats, 20 surface vessels, eight aircraft and four types of torpedo make this the most complete depiction of naval action in World War II to date and, together with the detailed elements that have made the *Great War Planes* series such a success, this could be Dynamix's best game yet.

Continuing another series is *Front Page Sports: Baseball*, the third game in the line of sports simulations that began with *Front Page Sports: Football* and *Front Page Sports: Football Pro*. This simulation captures both the management aspects and the ballpark action of America's favourite sport. As manager, the player can trade or promote players, sign free agents and easily monitor each player's progress from draft to retirement. In the park, the action is presented from a dramatic catcher's eye view, and the player may decide exactly how much of the action he wants to control, from the pitcher to every player in the park.

A complete departure from the other two releases is *Battledrome*, a futuristic combat game which Dynamix describes as being 'modem-ready' for one-on-one combat between two players anywhere in the world. *Battledrome* is set in the now obligatory virtual-reality arena in which ten different types of robots, known as Hercs, do battle with each other in a hi-tech maze. Prize money can be used to build new Hercs or customise those you already have. While hardly qualifying as the most original release of the year, *Battledrome*, the first in a planned *Metaltech* series, looks like being fun.

All three of these games will be available sometime in the first quarter of this year at prices yet to be announced. Meanwhile, Dynamix and Sierra On-Line keep coming up with novel ways to entice us to buy their games. The latest is the *Take A Break Sampler Pak*, a single high density disk for Windows with six puzzles from *Take A Break Crosswords Volumes 1 & 2*, a single playfield from *Take A Break Pinball* and ten puzzles from *The Even More Incredible Machine*. The disk should be available in stores by the time you read this. Again a price has yet to be set, but Dynamix reckon it'll be 'less than a tenner.'



Haunted Again

Triobyte and Virgin Interactive Entertainment have announced the sequel to the best-selling CD-ROM game of all-time. *The 11th Hour* is set 70 years after the conclusion of *The Seventh Guest*. Henry Stauf's hometown is once again plagued by mysterious murders. A young reporter, Robin Morales, decides to investigate Stauf's dilapidated mansion and disappears without trace, leaving her boyfriend Carl Denning to enter the mansion and search for her. As he solves the puzzles and treasure hunts posed by the ancient building, the horrifying events that have overtaken the town are slowly revealed to him.

Although it has the same setting as the original game, the locations in *The 11th Hour* have been painstakingly redrawn to reflect the ageing and decay of the mansion. A second generation of proprietary tools has been used to create faster, smoother graphics than those in *The Seventh Guest*.

60 minutes of live action, a musical score by The Fat Man, more puzzles and storyline and an on-line help feature adequately explain why *The 11th Hour* will be presented on two CDs.



Dig The Dynamic Duo

As we announced in our last issue, LucasArts' *The Dig* has now been postponed until September this year. This is largely as a result of the decision to make it a CD-only game, giving the design team the opportunity to incorporate new technologies and generally extend the scope of the project. Among the ideas being looked into are the use of full-motion video, digitised sound and 3D graphics.

The game has been scripted by Stephen Spielberg from an original short story. It begins when a group of astronauts, led by Boston Low, set out to blast a mile-wide satellite out of Earth's orbit. While working, they stumble across an alien trap which sweeps them away to a strange and dangerous world. Stranded on a planet they know nothing about, they must discover the secrets of an alien technology and find a way to get back home.

Although you'll have to wait for *The Dig*, one CD still on schedule is the talkie version of *Sam And Max Hit The Road*. This stars Bill Farmer, the official voice of Pluto and Goofy, as Sam, and Nick Jameson, a voice artist from the forthcoming cartoon series *The Critic* as Max. The CD version should be out in March.





Saved From The Dark Side

Following its success with *X-Wing* and *Rebel Assault*, LucasArts has lined up two more titles based on the cult *Star Wars* trilogy for release in the Spring.

The *Star Wars Screen Saver* for Windows is a unique way to experience the *Star Wars* universe. The modules range from a behind-the-scenes look at artists' conceptual designs and spacecraft schematics, to space battle scenes, an encounter with Jawas and a close look at the aliens in the Cantina in Mos Eisley. All this visual splendour will be accompanied by about 100 digitised sound effects ranging from Darth Vader's breathing through lasers, and a collection of *Star Wars* themes.

The game that thousands of *X-Wing* fans have been champing at the bit for is *TIE Fighter*, the sequel which gives you the opportunity to experience the dark side of the force. The game will be pretty similar in format to *X-Wing*, but with some significant improvements in the graphics and other aspects of the game. Pilots are now given the opportunity to question the briefing officer about specific aspects of each mission, and this information can subsequently be reviewed after the launch if necessary.

Campaigns are set at the time during which the rebel forces are evacuating their base on Hoth. Each campaign consists of a series of large battles divided into several missions. These battles can be played in any order the player desires, thus avoiding the linearity of *X-Wing*.

Initially, trainee pilots will fly under Lord Vader and other aces, and will be expected to pilot TIE fighters, TIE bombers, TIE interceptors and Assault Gunboats. In the later campaigns the TIE Advanced starfighter and an even more powerful secret TIE fighter become available.

TIE Fighter will be published with a book containing detailed background information, and will be followed by two add-on campaigns.



DISPATCHES

+++ RIGHTEOUS FIRE, THE FIRST mission disk for *Privateer*, takes up where the storyline of the first game left off. Your hard-won Stelteck gun has been stolen, and only by scraping together enough cash and cargo to outfit your ship will you be able to set off in search of it and defeat a nefarious plan to overthrow the Gemini confederation at the same time. *Righteous Fire* will require *Privateer* to run, and will be available some time before April.

+++ WE'RE LONG OVERDUE FOR another helicopter simulation, so it's good to know that Virgin Interactive Entertainment has begun work on *Werewolf* (formerly known as *HAWC: Helicopter Aquatic Warfare Command*). Set in the seas around Singapore, the improbable plot has you commanding a team of airborne vigilantes who are aiming to put an end to piracy in the area. Likely to be a little more realistic are the flight models based on six top helicopters: *Werewolf*, Bell Supercobra AH-1W, Westland Army Lynx and Kamov Mi-8 Hip E. *Werewolf*, which will be compatible with all the ThrustMaster widgets, will be available in the Spring.

+++ IBM, IT APPEARS, HAS JUST acquired a Sound Blaster compatibility license from Creative Technology Ltd. 'So what?' you may well ask. Well it's tantamount to IBM accepting that Sound Blaster is the standard audio solution for IBM PCs, which is very good news, both for Creative Technology and all those owners of Sound Blasters and close compatibles.

+++ THRUSTMASTER GEAR HAS always been the ultimate status symbol for flight sim fanatics – especially if your budget stretches to the complete kit – but at the recent Winter Consumer Electronics Show, the company really surpassed itself by showing a full-scale F-16C cockpit, constructed from fibre-glass and complete with pilot's seat, multiple monitor display, ThrustMaster controls, associated functional switches, seat pads, back cushion, shoulder straps and realistic sound effects. How's that for the toy to end all toys?

SOON YOU CAN MOVE TO AN AMAZING NEW CITY!

Available on PC and Mac. £39.99.



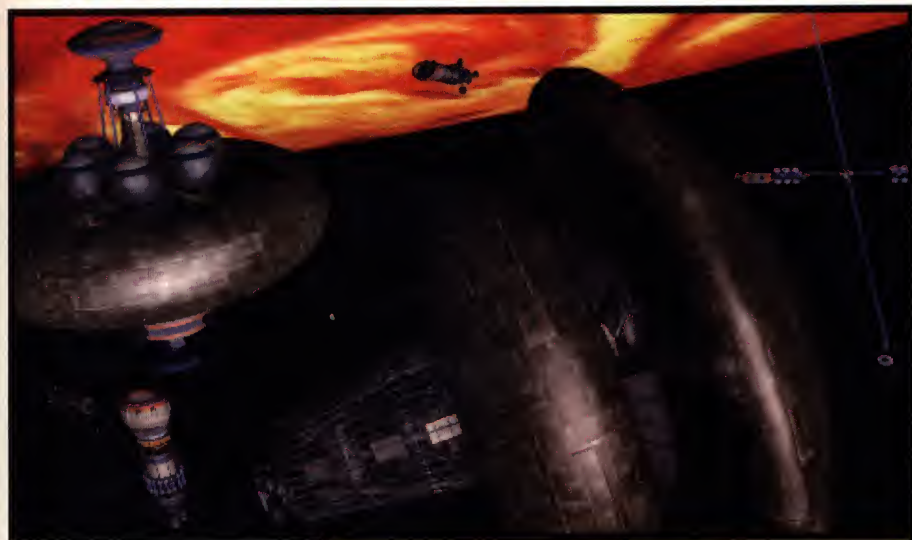
18-20 St John St. London EC1M 4AY.

071-490 2333.



© 1993 Sim-Business. All rights reserved. SimCity 2000 is a trademark and Maxis is a registered trademark of Sim-Business. All other trademarks or registered trademarks are the properties of their respective owners.

Bulletin



Trekkie Heaven

This year promises to be heaven for gamesplaying fans of *Star Trek*, with no less than four new products destined to emerge.

Interplay's *Star Trek 25th Anniversary Enhanced CD-ROM* should be available by the time you read this.

Star Trek: The Next Generation gets a double look-in, courtesy of Spectrum Holobyte and Paramount Interactive. A *Final Unity* from Spectrum Holobyte puts you in charge of the Starship Enterprise on a quest for the fifth scroll. You must

manoeuvre the Enterprise through 3D space and beam away Teams down to planets.

Set on the Enterprise and with a vast amount of space to explore, this promises to be a gripping game.

Paramount Interactive's title is not a game, but an interactive technical manual. *Star Trek Interactive Technical Manual: Enterprise 3D* lets the user take 3D tours of the Enterprise. Based on manuals prepared by the series production team, this is the ultimate piece of software for the Trekkie.

Paramount Interactive is also planning a CD game based on the recently introduced *Deep Space Nine* series. *Star Trek: Deep Space Nine: The Hunt* will be a role-playing adventure in which the protagonists will have more fully developed personalities than is usual, enabling them to carry on realistic conversations throughout the game.

The Ultimate Space Odyssey

Sim City in space is not a new idea – Wesson International's *Moonbase* is a respectable effort, although it is getting a bit long in the tooth now.

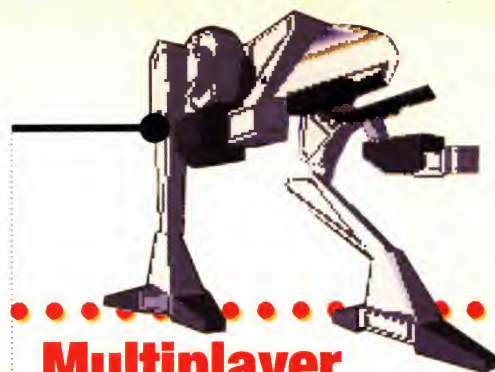
Sierra On-Line's *Outpost*, however, promises to totally eclipse the former game and still leave you gasping for breath. 50 years from now, the Earth has been totally destroyed. A few desperate survivors, kept alive only by virtue of the advanced fusion power at their disposal, set off in search of new worlds on which to rebuild human civilisation. You are their leader, and it's up to you to use the nano technology you have developed, to establish colonies and keep your people alive.

At the heart of this high-resolution simulation for Windows 3.1, is a *Sim City*-like game in which you piece together each colony from the units available to you. But where *Sim City* and its imitators leave off, *Outpost* is only just beginning. Every aspect of your colony must be carefully managed, from the choice of a suitable planet to the creation of new food sources and the combating of new diseases and genetic disorders.

In addition to the main 3D playfield, the player is frequently rewarded with high-resolution, photo-realistic animated sequences for which the word 'stunning' is entirely inadequate. The devices, vessels and techniques depicted in the game are all based on current NASA research in planetary science, robotics, terraforming and interstellar spacecraft design, and have been carefully integrated into the simulation by creator Bruce Balfour, whose past credits include *Laura Bow In The Dagger Of Amon Ra* and who was previously a NASA employee. He

has been assisted by programmer Greg Tomko-Pavia, a former member of the Galileo navigation team at the Jet Propulsion Laboratories.

Outpost is to be released imminently at a price to be decided on both CD and floppy disk formats.



Multiplayer Mechmashing

Activision has made good use of its *FASA BattleTech* licence to come up with what must be the most incredible multi-player combat simulation to date. *Mechwarrior 2: The Clans* is a futuristic simulation of the battles between the mighty BattleMechs. Strapped into a 40 foot high BattleMech, you are sent out into a bleak terrain to seek and destroy rival Mechs for the honour of your clan.

The Clans offers a choice of instant combat or long-term career mode, and either way you can play against the computer, or go one-on-one with a friend via modem or serial link.

16 different Mechs with over 40 weapon types are attractively rendered in state-of-the-art 3D graphics. *Mechwarrior 2: The Clans* is also fully compatible with the complete *Thrustmaster* set-up and the new Logitech *Cyberman*.

Picture Shock

IF YOU GOT ALL HOT under the collar, while leafing through the last issue, at the news that the team behind *Ultima Underworld* was working on a third first-person perspective game, then prepare to get even more excited, because, this month, we are able to bring you the very first screenshot of *System Shock*.

In case you missed last month's issue, *System Shock* is set aboard an abandoned space station in the far future. Awakening to find that you are the last surviving person on-board, you soon discover that the computer, Shodan, is steering the station towards Earth with plans to take control of the planet's precious resources. The only way you can defeat the machine is to enter cyberspace and battle it from within.

A brand new game system has been used to integrate real world physics with stunning graphics created using point-source lighting and animated texture detail. In addition to the irregular surfaces first seen in the two *Underworld* games, *System Shock* goes one step further by allowing you to look up and down and peer round corners and over ledges.

System Shock will be published by Origin some time this year. Looks like a winner to us.



FOR PEOPLE WHO DON'T WISH EVERY CITY WAS LIKE MILTON KEYNES



A park...



a bridge...



a marina...



an alien...

SIM CITY 2000
THE ULTIMATE CITY SIMULATOR

Available on PC and Mac. £39.99.

brainchild from multiple angles in stunning 3D, the local newspaper will be viewing your actions with a decidedly cynical eye, reporting your every move back to the Sims.

Will you prove a wise leader or will absolute power corrupt you? With SimCity 2000, the excitement never stops building.

SimCity 2000 is about to hit the streets. And if you thought the original version was addictive, prepare for a 3D metropolis that makes Milton Keynes look like a shanty town. After terraforming your own landscape, you'll discover new features like subways, schools, marinas and parks. Meanwhile, beneath the city's teeming surface, a complete underground network awaits connection. Whilst you view your



18-20 St John Street, London EC1M 4AY.
Telephone: 071-490 2333.



Here Be Dragons

MicroProse continues its line of graphic adventure games with *Dragonsphere*, an interactive fantasy game that aims to be a little different from most of the established games of the genre. The plot's emphasis is on originality, a concept that has been taken to the extent that there is a particularly unusual and exciting plot twist which MicroProse is hoping individual gamers will keep to themselves.

The storyline will be moved along primarily by conversations with other characters, which, far from being devices designed simply to get information across, will form an essential aspect of the development of the main character and the progression of the game.

Dragonsphere will be available sometime this Spring.



What A Carry On

Having devoted such a lot of its time of late to the F-15, MicroProse is now turning its attentions to the F-14 Tomcat. *Fleet Defender* is the first flight simulation to accurately mirror the complexity of modern carrier-based operations.

The F-14 itself will be realistically modelled and fitted with authentic weapons and systems. To make the missions as real and challenging as possible, special AI routines have been developed, for both enemies and your own wingmen to keep their behaviour close to that which could be expected in a genuine conflict. The aircraft will fly missions alongside F/A-18 Hornets, A-6 Intruders, A-7 Corsairs and E-2C Hawkeye AWACS.

The terrain featured in the simulation has been painstakingly created from actual LANDSAT geological surveys, making this likely to be one of the most realistic flying experiences of recent years.

GALLUP CHARTS

Cast your eye over the latest games charts, courtesy of Gallup. Below are the top 20 full price titles, the top ten budget titles and the top ten CD-ROM titles. Not that we expect the esteemed readers of *PC Zone* to be so fickle as to allow themselves to be influenced by something so meaningless as public opinion.

Top 20 Full Price Titles

1. TFX	Ocean	£44.99
2. Frontier: Elite 2	Gametek	£39.99
3. Flight Sim 5.0	Microsoft	£39.99
4. IndyCar Racing	Virgin	£44.99
5. Network Q RAC Rally	Europress	£34.99
6. Star Trek: Judgement Rites	Interplay	£44.99
7. Premier Manager 2	Gremlin	£34.99
8. Lemmings 2	Psygnosis	£39.99
9. Sensible Soccer 92/93	Renegade	£32.99
10. Jurassic Park	Ocean	£34.99
11. Sam And Max Hit The Road	US Gold	£42.99
12. X-Wing	US Gold	£45.99
13. B-Wing	US Gold	£20.99
14. Subwar 2050	MicroProse	£44.99
15. Street Fighter 2	US Gold	£29.99
16. Zool	Gremlin	£34.99
17. Links 386 Pro	US Gold	£45.99
18. Syndicate: American	Electronic Arts	£19.99
19. Chessmaster 3000	Mindscape	£30.99
20. Premier Manager	Gremlin	£29.99

Top 10 PC Budget Titles

1. Monkey Island	Kixx	£16.99
2. Xmas Lemmings	Psygnosis	£14.99
3. Wing Commander	Hit Squad	£14.99
4. Populous & Promised Lands	Hit Squad	£14.99
5. Links: The Challenge Of Golf	Kixx	£16.99
6. Speedball 2	Kixx	£9.99
7. Championship Manager 94 Data Disk	Domark	£9.99
8. Santa's Xmas Caper	Zeppelin	£9.99
9. Lombard RAC Rally	Hit Squad	£9.99
10. Cruise For A Corpse	Kixx	£14.99

Top 10 CD-ROM Titles

1. Rebel Assault	US Gold	£45.99
2. Day Of The Tentacle	US Gold	£45.99
3. Dracula Unleashed	Mindscape	£49.99
4. Return To Zork	Activision	£49.99
5. The Journeyman Project	Gametek	£39.99
6. Indiana Jones: Fate Of Atlantis	US Gold	£45.99
7. Dune	Virgin	£49.99
8. The Lord Of The Rings	Interplay	£44.99
9. The 7th Guest	Virgin	£69.99
10. Eye Of The Beholder	US Gold	£45.99



Personal Planetarium

Maris Multimedia has just released what has to be the ultimate software toy for amateur and professional astronomers alike. *Redshift* is a Windows based desktop planetarium on CD. Although the program assumes no prior knowledge of astronomy, it contains the most complete and detailed record of the Solar system and the known universe yet captured in a computer program. The accurate star and planet charts are complimented by photo-realistic 3D moving models of the Solar system, a QuickTime movie library of events like the view from the Moon Rover vehicle, 700 full-screen photographs and a Hyperlink version of the *Penguin Dictionary of Astronomy*. Even recent information like NASA's data from the Magellan probe's visit to Venus has been incorporated into the surface views of the planets.

Redshift, which was created by a team of Russian programmers in Kalingrad, also features the ability to recreate astronomical events like eclipses or Earthrise as seen on the moon, a visibility report that tells you the best times and locations to view particular objects, and an eclipse and conjunction predictor. The program is to be published by Maxis at a price yet to be announced.

Top Aces And Tanks

MICROPROSE HAS announced two new World War II simulations. *Across The Rhine* sets out to recreate the brute force of the tank battles that raged between American and German forces in Europe during the final months of World War II.

The player can control a selection of vehicles, including the M4 Sherman and the German Pzkwf V Panther, commanding either an individual tank or taking on any other level of command. Another innovation is the use of a unique window-based interface enabling the player to see different pieces of action and information simultaneously.

Back in the more familiar MicroProse territory of the air, 1942: *The Pacific Air War* is set to be a strong rival to *Aces Of The Pacific* from Dynamix. Players can pilot one of ten American or Japanese planes from the period, on either historical missions or custom-designed scenarios. A head-to-head option enables machines to be linked so that two players can dogfight each other.

In addition to MicroProse's advanced Gouraud-shaded 3D graphics, the game will boast a smoothly scrolling cockpit view, simulating movements of the pilot's head to left or right, and a fully-functioned replay editor.





Taking the Myth

A light-hearted jaunt through the Greek myths is the best way to describe *Wrath Of The Gods*, a vast CD-ROM adventure game from Luminaria. Combining video, attractive still-graphics, special effects and over 40 hours of game time, this interactive adventure is based on the exploits of the Greek heroes. To be successful, the player must re-enact challenges including the defeat of the multiple-headed Hydra, escaping from the Minotaur's labyrinth, and stealing the Golden Fleece. All the events have been made more accessible by super-imposing modern, witty dialogue onto them.

Wrath Of The Gods features 60 actors in full costume with over 300 digitised backgrounds created from original photographs of Greece, cleverly combined with stop-frame animation. The high quality of the video sequences has been achieved because the production company has film and television experience, having previously created work for companies as large as Hanna Barbera and ABC.

To make the game instantly accessible, and to avoid the frustration normally associated with this type of game, the designers have cleverly integrated two novel features. An animated oracle will offer hints and background information in exchange for points from the players score, ensuring that it is next to impossible to be stuck for weeks at one point in the game. If the player's character meets an untimely death, rather than having to reload a saved game, he is transported to Hades or Olympus, where his adventures continue.

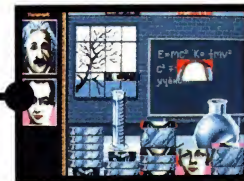
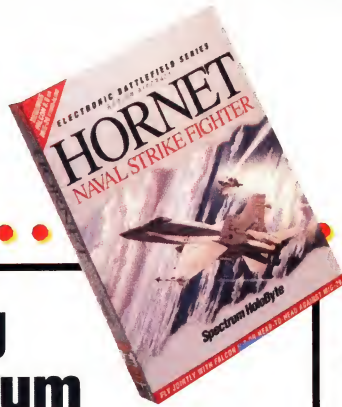
Wrath Of The Gods is to be published by Maxis in March, and will require Windows to run.

The Sting In Spectrum Holobyte's Tail

SPECTRUM HOLOBYTE has added a new title to its *Electronic Battlefield System*. *Hornet: Naval Strike Fighter* is based on the top naval attack aircraft, the F/A-18. It features an authentic F/A-18 cockpit design, including the large head-up display, three multi-function displays and a multi-mode radar. Players will be able to test themselves in realistic situations using a 'meatball' electro-optical guidance system and hook-and-wire-arrest.

The most exciting aspect of the new title is that it can be hooked up to other programs in the *Electronic Battlefield System*, enabling the player to fly co-operatively with F-16s against MiG-29s. *Hornet* requires either *Falcon 3.0* or the forthcoming version of *MiG-29*. It is fully compatible with *Operation: Fighting Tiger*.

Spectrum Holobyte has also announced new versions of some of its existing simulations. *Falcon Gold* and *MiG-29 Gold* are special CD-ROM compilations based around the two top titles from the *Electronic Battlefield System*, but with additional goodies thrown in. Each CD will include the three additional theatres of operation from *Operation: Fighting Tiger* and the multimedia version of the dog-fighting tutorial *Art Of The Kill*.



It's That Game Again!

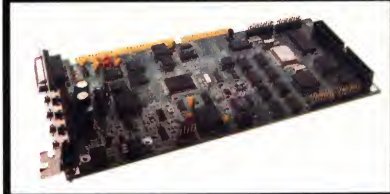
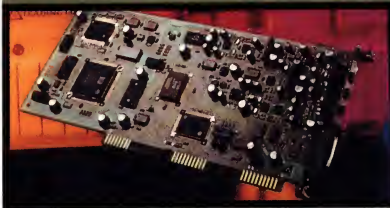
It's time to slip into nostalgia mode now and cast your mind back many, many years ago (well five actually) to a time when games were simpler, but horrendously addictive. At least, one that found its way out of the Soviet Union was. Yes, *Tetrtris* is five years old, and Spectrum Holobyte is celebrating the event with *Tetrtris Gold*, a special compilation on CD.

The CD will not only include the classic *Tetrtris*, but also the sequels *Welltris*, *Faces... Tris III*, *Wordtris*, and *Super Tetrtris*, all complete with on-disk manuals. As a bonus, Spectrum Holobyte has included a ten minute interview with the game's designer Alexey Pajitnov in which he explains how he came up with the idea and what he is doing now, and the original Russian version of the game.

Sounding Out The Opposition

In a market that is already confused by sheer weight of choice and uncertainty about standards, things aren't about to get any easier with the introduction of two new 16-bit sound cards.

The Logitech SoundMan Wave is the first Logitech card to embrace the increasingly popular wave table synthesis method of sound generation, in which digital samples of real instruments are used to create sounds. To maintain full Sound Blaster compatibility the card is still capable of inferior FM Synthesis. The card has been designed with an upgradable DSP chip, so that including new effects is simply a matter of plugging in a new chip.



The card comes fully software-configurable and bundled with *MCS MusicRack*, *Recording Session*, *BeSTspeech ReadOut*, *SoundMan Annotator*, and *Icon Hear-It Lite*.

The second new arrival is the Roland Audio Production card (RAP-10). It offers wave table synthesis, but it is aimed more at hobbyists and musicians than gamers, and is designed to be used in situations in which digital recording, playback and manipulation are required.

The card comes with a comprehensive suite of editing software for Windows, which handles the digital manipulation and synching of data.

DISPATCHES

+++ EUROPRESS SOFTWARE, the company responsible for the very popular game creation packages for the ST and Amiga, STOS and AMOS respectively, has finally released details of the eagerly-awaited PC equivalent. *Klik 'n' Play*, which will be available this Spring, has also been created by François Lionel, but unlike his two previous creations, it requires no programming skills. The package will come complete with extensive graphics and sound libraries, a paint program and 20 sample games.

+++ WILD BLUE YONDER IS THE name of a new series of CDs from Spectrum Holobyte. Each of the CDs will take the form of an interactive encyclopaedia covering military aircraft with pictures, video and text. The first in the series, expected to be ready this Spring, will cover modern jets, while the second, due in the Summer, will cover the period from the first flights to the end of the Second World War.

+++ IT ISN'T OFTEN THAT GAME developers take the opportunity of a CD version to address criticisms of a floppy-based game, but that's precisely what Origin has done with *Shadowcaster*. The revised version, which will be available in the first half of this year, will include a 'mega-view' which expands the play area to cover 75% of the screen, an enriched musical score with added digitised speech, additional mid-game animated sequences, and two additional levels. Can't be bad.

+++ VERSATILE THESPIAN Patrick Stewart has taken temporary shore leave from his command of the USS Enterprise to get back to his Shakespearean roots by performing the voiceover for King Richard in the forthcoming CD version of *Lands Of Lore: The Throne Of Chaos*. His voice will be joining a full cast making up over 16Mb of digitised speech, which will be packed together with 20Mb of graphics and special effects.

+++ CREATIVE TECHNOLOGY LTD, have produced Video Blaster FS200: a video capture board which will create full-motion video for Multimedia applications and allow video to be mixed live. It is complimented by the TVCoder, which converts the signal from a VGA card to a form that can be displayed on televisions or captured on video recorders. Both of these devices should be available imminently at prices still to be set.

CU AMIGA

97%

“The ultimate in space adventure, Frontier is the single most important step forward for games this decade.”

PC ZONE

95%

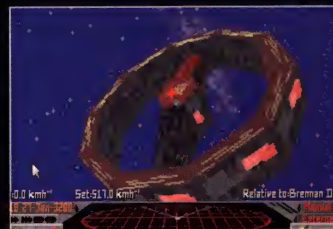
“Unrivalled classic, nothing comes close.”

AMIGA ACTION

93%

“Frontier is probably the best game I have ever played. This offers everything you could want in a game of this type.”

 **KONAMI**



PC Screen shot



AMIGA

DA
BRA
PRES

FRONTIER

EL
J

THE ONE

96%

only the very best

Available on PC, Amiga, Atari ST, and Macintosh.

© David Braben 1993. Licensed by Konami.



Screen shot



PC Screen shot

VID
BEN
ENTS

FRONTIER

TE



“Like Elite before it, Frontier is a game that rises above its feeble competitors like a colossus and will be talked about in awe for years to come. It's better than you could ever have dreamed it to be.”

mature with time

AMIGA, ATARI ST

Konami. Distributed by Gametek

C & VG

96%

“One of, if not the, biggest games ever, Frontier is a title that will make the rest of your software collection obsolete.”

AMIGA FORMAT

90%

“Frontier sucks you in and keeps you hostage. It's a monster.”

PC REVIEW

9/10

“The best space game ever.”

GAMETEK

COVER DISKS

If you think that computer games are necessarily anti-social, then take a look at this month's cover disk. In association with PAW PBM, we've brought you the complete, stand-alone version of *VGA Planets*, a space combat and exploration game for up to 11 players. Of course, if, like us, you don't have any friends you can still play the superb new platform adventure from Epic Megagames. Have fun.

EXCLUSIVE TO **PC ZONE**

Multi-player space
combat & exploration

**VGA
PLANETS**

COMPLETELY PLAYABLE

XARGON

SEE
P.14 FOR
DETAILS
**VGA
REQUIRED**

Incredible new platform
game from the makers
of *Jill Of The Jungle*

How to install your cover disk

So that we can pack as much as possible onto each disk, all of the games and demos are compressed. Before you can run them you will need to install them on your hard drive. To install the programs place your cover disk into a 3.5" disk drive and make that drive current by typing:

A:
or whatever drive letter is appropriate.
Now start the installation program by typing:

DISKZONE

The installation program will display a list of the programs on the disk. Use the cursor keys to highlight the program you wish to install and then press RETURN. The installation program will suggest a drive and directory, backspace over the default location and enter an alternative, then press RETURN.

You should now see the files being listed as they are installed on your hard drive. Once the program has been successfully installed, you will be returned to the program list where you may select another program or press ESC to exit to DOS.

VGA Planets

VGA Planets is a multi-player game of space exploration and combat. To play the game to its full potential, you need up to ten other players to take on the roles of each of the 11 races in the galaxy. If you don't have ten friends you can leave some of the races dormant or divide them up between you.

How to play

The way the game works is by each player taking on a race, then entering their moves. Once all players have completed a turn, a batch file is run to process all the moves and display the results. The process then continues until the game comes to an end. There isn't room to print detailed instructions here, so you should read the on-line manual by changing to the directory in which you installed the game and typing HELP. If you would like a printed copy of the instructions, load your printer with continuous stationery, make sure it is on-line and type COPYINFO.



Quickstart Guide

The first screen lets you enter one of the races to play. Choose one, and let your friends play the others. Once you have selected your race, you will see your race screen. From here you can look at messages, select F1 for Spaceships, F2 for Planets, F3 for Starbases, and F4 for the Starmap, look at all the player scores or write messages to other players.

When you press F1 from the race screen you will see your first starship, either a Scout or a Lowly Freighter. Your first objective should be to explore and conquer the surrounding planets. Use the mouse or arrow keys to move the yellow circle near a planet, and click the left button. Now set the warp speed to six with 'W'. The display will change to show how many months (turns) it will take to get to the planet. Next, you should load some colonists, supplies and money onto your ship. To do this, press 'P' for Planet, this will display your Homeworld. Press 'T' for Transfer to move the goods on board. The window will say which keys to use to move which goods. ESC closes the window.

Your ship is now safely loaded and its course is set for its first exploratory mission! When the Host processes your turn with those of the other players, the commands to send your ship to that nearby planet will be carried out. On your next turn, if you press 'S' for Ship you will be able to see that it has arrived or is on its way.

You begin the game with only one planet, so you must go out and colonise others. Once you have a ship above a planet, you can get a mining and life-form survey by going to the starmap screen (F4) and pressing F5. This will give you a graphical display of the amount of each type of mineral (there are four) on the planet.

Pressing F2 will take you to a screen in which you can look at your planets. By pressing 'B' you can build mines, factories and defences for each planet. Press 'T' to transport minerals, supplies, megacredits and colonists to and from your ship. (Use Shift and the desired key to transfer in multiples of 100).

Pressing F3 gets you to the Starbase screen where more starships are built. You can build one ship per starbase per turn. At the starbase, pressing 'T' will increase your Tech level, provided you have enough megacredits. To begin building a new starship, press 'B'. Building a new starship is achieved by building individual parts until you are happy that you have a complete and effective ship. Really big ships will take several turns as you will have to build up your economy. You should press F7 to build a hull, then add engines, beams and/or torpedoes. Fighter carriers come with a certain number of fighter bays for launching fighters. The more fighter bays one has, the more fighters it can launch simultaneously. Once your design is accepted, it will appear as a new ship in the next turn. You can then add torpedoes and/or fighters if your design included torpedo launchers or fighter bays.

This has been just a brief introduction to the game, but there is plenty more to discover for yourself. The game is not complicated, just very deep – we haven't even begun to talk about the subtleties introduced by the individual abilities of each race or the range of tactics that can be applied to the game. Remember that *VGA Planets* is designed specifically to be a multi-player game. No artificial intelligence will ever stab you in the back, or lie convincingly, or barter the way that another human player will do, so now when you shoot down somebody else's spaceship, they really do get upset...

For information on the PBM version of the game, call PAW PBM on 0392 498022.

March



europa
computer user

TELEPHONE
0480 498889
Fax: 0480 496379

CD-ROM TOP TITLES

• 7TH GUEST (FROM 15/2/94)	30.99
• BENEATH THE STEEL SKY	33.99
• COMMANCHE	32.99
• CONSPIRACY	30.99
• DAY OF THE TENTACLE	30.99
• DRACULA UNLEASHED	33.99
• JOURNEYMAN PROJECT	24.99
• JUTLAND	32.99
• LANDS OF LORE	30.99
• LAWNMOWER MAN	36.99
• MAD DOG McCREE	35.99
• MICROCOSM	35.99
• REBEL ASSAULT	33.99
• RETURN TO ZORK	28.99
• RISE OF THE ROBOTS	44.99
• SAM & MAX HIT THE ROAD	CALL
• STRIKE COMMANDER	32.99
• TFX	32.99
• THE LOVERS GUIDE	21.99
• WOLFPACK	18.99



MEMBER OF
DIRECT MARKETING ASSOCIATION

• ACES OF THE DEEP	29.99
• ACES OVER EUROPE	26.99
• ALIEN BREED	17.99
• ALONE IN THE DARK 2	28.99
• BENEATH A STEEL SKY	25.99
• BODY BLOWS	18.99
• CAMPAIGN 2	25.99
• CANNON FODDER	18.99
• CHAMPIONSHIP MANAGER 92/93	20.99
• CHAMPIONSHIP MANAGER ITALIA 94	16.99
• CHESSMASTER 4000 (WINDOWS)	24.99
• CHUCK YEAGER'S AIR COMBAT	10.99
• COMMANCHE - MISSION DISK 2	14.99
• COSMIC SPACEHEAD	18.99
• CRUISE FOR A CORPSE	10.99
• CYBERRACE	26.99
• CYBERSPACE	25.99
• DAY OF THE TENTACLE	26.99
• DARKSUN SHATTERED LANDS	31.99
• DOGFIGHT	15.99
• DUNE 2	22.99
• DUNGEON HACK	26.99
• EUROPEAN CHAMPIONS	19.99
• EYE OF THE BEHOLDER TRILOGY	31.99

ET TU BRUTAE? YO JULIUS ANY OF THESE PLEASE!

PC TITLES

• F14 - FLEET DEFENDER	26.99	QUEST FOR GLORY IV	25.99
• F29 RETALIATOR	10.99	RAILROAD TYCOON	12.99
• FALCON 3 - MIG 29 MISSION	16.99	RAILROAD TYCOON DELUXE	26.99
• FABLES AND FIENDS	23.99	RALLY	23.99
• FIELDS OF GLORY	27.99	REALMS OF DARKNESS	19.99
• FLASHBACK	24.49	• RED CRYSTAL	28.99
• FLIGHT SIM 5	29.99	• RETURN TO ZORK	26.99
• FRONTIER - ELITE 2	24.99	• RISE OF THE ROBOTS (VGA)	29.99
• FURY OF THE FURRIES	22.99	• RISE OF THE ROBOTS (SVGA)	31.99
• GABRIEL KNIGHT	26.99	• RULES OF ENGAGEMENT 2	25.99
• GENESIA	23.99	• SAM & MAX HIT THE ROAD	26.99
• GOAL	21.99	• SHADOWCASTER	27.99
• GOBLINS 3	27.99	• SID & ALS INCREDIBLE TOONS	26.99
• GRAHAM GOOCH'S CRICKET	21.99	• SILENT SERVICE 2	12.99
• HAND OF FATE	25.99	• SIM CITY 2000	27.99
• HEIRS OF THE THRONE	28.99	• SIM CITY DELUXE	22.99
• HIGH COMMAND	30.99	• SIMON THE SORCERER	25.99
• HIRED GUNS	27.99	• SOCCER KID	18.99
• INCA 2	28.99	• SPACE HULK	27.99
• INDY CAR RACING	26.99	• SPACE MOUNTAIN	19.99
• INDY JONES FATE OF ATLANTIS	23.99	• STAR TREK JUDGEMENT RITES	29.99
• INNOCENT UNTIL CAUGHT	26.99	• STREETFIGHTER 2	19.99
• JURASSIC PARK	21.99	• STRIKER	18.99
• KINGMAKER	24.99	• STRIKE COMMANDER	30.99
• KINGS QUEST 6	27.99	• STRIKE COMMANDER SPEEDY TACTICAL	14.99
• LANDS OF LORE	22.99	• STARLORD	27.99
• LEMMINGS 2 - THE TRIBES	24.99	• STRONGHOLD	22.99
• LEISURE SUIT LARRY 6	26.99	• SUPER LEAGUE MANAGER	19.99
• LINKS PRO 386	28.99	• SUPER VGA HARRIER	28.99
• LINKS PRO 386 COURSE'S	15.99	• SYNDICATE	26.99
• LINKS KAPALUA	16.99	• SYNDICATE MISSION DISK	14.99
• LINKS THE CHALLENGE	12.99	• TFX	28.99
• LITTLE DIVIL	28.99	• TERMINATOR RAMPAGE	23.99
• LOST IN TIME	28.99	• THE FIGHTER (FOLLOW ON TO X-WING)	CALL
• LOST VIKINGS	21.99	• THE BLUE AND THE GRAY	25.99
• MASTER OF ORION	26.99	• THE ELDER SCROLLS	26.99
• MERCHANT PRINCE	28.99	• THE SETTLERS	26.99
• MONKEY ISLAND	12.99	• TORNADO	26.99
• MONKEY ISLAND 2	24.50	• TORNADO-GULF MISSION	17.99
• MORTAL KOMBAT	18.99	• ULTIMA VIII	CALL
• NASCAR	19.99	• ULTIMA UNDERWORLD 2	24.99
• NFL FOOTBALL	25.99	• ULTIMA VI	10.99
• NHL ICE HOCKEY	27.99	• UNNECESSARY ROUGHNESS	26.99
• NODDYS BIG ADVENTURE	19.99	• V FOR VICTORY 4	24.99
• PACIFIC STRIKE	CALL	• VICTORY AT SEA	CALL
• PINBALL DREAMS	21.99	• WAR IN THE GULF	15.99
• PINBALL TAKE A BREAK	25.99	• WARLORDS 2	27.99
• PIRATES GOLD	25.99	• WEREWOLF KA-50	25.99
• POLICE QUEST IV	25.99	• WHEN TWO WORLDS WAR	25.99
• POWERMONGER	10.99	• WING COMMANDER	10.99
• PREMIER MANAGER	10.99	• WORLD CLASS RUGBY	10.99
• PREMIER MANAGER 2	21.99	• XANTH	25.99
• PRIVATEER	30.99	• X-WING MISSION (IMP. PURSUIT)	14.99
• PRIVATEER SPEECH PACK	14.99	• X-WING MISSION (B-WING)	14.99

Xargon

Jill Of The Jungle by Epic Megagames was one of the hottest hits of 1993. Since then the company has been hard at work on a new game based on a development of the *Jill* engine, and *PC Zone* is pleased to be able to feature the fruits of those labours on its cover disk.

To play the game, change to the directory in which you installed it and type:
XARGON

A menu will appear from which you can select full instructions. For more information on this and other great games, call Epic Megagames on 0767 260903.



IMPORTANT

P *PC Zone* makes every effort to ensure that its disks and the programs contained on them are fault-free, virus-free, and work as advertised. However, *PC Zone* and its suppliers and distributors can accept no liability for loss or damage to software or hardware however caused. The cover disk supplied with this issue is used at the discretion and risk of individual readers. Use of the cover disk implies acceptance of these terms.

Some of the programs supplied on this disk are shareware. They are supplied as an evaluation service to our readers. If you like these programs and intend to go on using them, you should register them, in return you will usually receive updated or additional programs and other bonuses.

HELP!

If your cover disk won't load, or doesn't operate as expected, you can call our technical helpline: Matthew on 0274 736990.

The helpline operates between 9am and 4pm weekdays. If possible, please have your computer operating and your cover disk ready when you phone the helpline. If your computer is not near the phone, please note down as much information about your system and the nature of the problem as you can, and have pen and paper handy when you call.

If, having called the helpline, you are advised that the disk needs returning, please place it in a padded envelope, along with your return address and two 19p stamps, and send it to: *PC Zone* Disk Returns 12, TIB PLC, TIB House, 11 Edward Street, Bradford, BD4 7BH.

Please do not return faulty disks to *PC Zone*. We do not stock replacement disks and we will be unable to help you.

All items are subject to availability.

Prices can be subject to change. E&OE

Post and packing: UK = 75p per item 2nd Class; £1.50 per item 1st Class; £2.00 per item 1st Class Recorded.

E.E.C. = £3.00 per item; Non-E.E.C. = £6.00 per item;

Swift Air E.E.C. = £5.75 per item; Swift Air Non E.E.C. = £9.00 per item

Next Day Courier = £5.00 per consignment (Up to 5kg. Deliveries Mon-Fri Only)

Titles marked with a * may not be released at time of going to press. Please

telephone for availability and a full copy of our terms and conditions.

Titles marked with a + are available at the price shown while stocks last.

VISA

MasterCard

OPEN ALL DAY SATURDAY

NAME			
ADDRESS			
POSTCODE		PHONE	
ITEM		PRICE	
ITEM		PRICE	
ITEM		PRICE	
(Please indicate if you require Disk or CD-ROM)			
Visa/Mastercard/Switch Number:			
Switch issue No:			
Card Expiry Date:			
SIGNATURE:			
POSTAGE TOTAL			

Make cheques payable to:
European Computer User
& send to:
Units A2/A3 Edison Rd,
St Ives, Huntingdon,
CAMBS PE17 4LF

WIN A Compaq

Presario

Multi-Media System

with

Creative Writer and Fine Artist Installed
Plus Five Copies Of Microsoft Creative Writer
Five Copies of Microsoft Fine Artist

COMPAQ
Microsoft®



Coupon

Answers (Write letter)

1 ☐ 2 ☐ 3 ☐

Name:

Address:

TO CELEBRATE the launch of Microsoft's two new pieces of fabulous children's software, those frighteningly generous bods at Microsoft are offering some truly excellent prizes.

For the winner there's a Compaq Presario CDS 625 complete with 14" SVGA monitor and high speed Local Bus Graphics, a powerful 25MHz 486SX microprocessor, 4Mb of RAM expandable to 56Mb, a 120Mb Hard Disk Drive, an internal CD-ROM Drive, suite of compact discs, MediaVision Pro Audio 16 Sound Card, two speakers and a microphone. Pretty neat huh?

Already installed on the machine are Microsoft's two latest releases: *Microsoft Creative Writer* and *Microsoft Fine Artist*. There are also five copies of each of these programs on offer as runners-up prizes.

Do The Write Thing

Aimed at children aged between six and 14, *Microsoft Creative Writer* will be available for both Microsoft Windows™ and Mac™. It is designed to inspire children to undertake writing projects, and then give them the tools with which they can carry these exercises out. The program includes all major writing tools, a spell-checker and thesaurus,

a clipart section with over 100 items, and a crayon easel.

To get children started on their stories there's more than 8,000 story starters, step-by-step projects for newspapers, banners, greeting cards and fun characters, Max, Maggie and McZee, to guide them on their way. *Creative Writer* will be available on 12 February for around £50.00.

Art For Arts Sake

Microsoft Fine Artist 1.0 for Windows is also aimed at children between the ages of six and 14 (and also available for both Microsoft Windows™ and Mac™), and contains more than 70 brush styles, 100 cliparts, including animated images, and dozens of sound clips to attach to words, pictures and headlines.

For the beginner there are basic

lessons, 3D lessons, step by step projects for comic strips, buttons and multimedia slide shows. Once again Max, Maggie and McZee are on hand with advice and jokes. *Fine Artist* will be on sale in March for around £50.00.

What To Do

Nothing could be simpler to use than these programs, and nothing could be simpler to enter than this competition. Just answer the three questions you can see on the right, fill in the coupon and send it to: Write And Draw, PC Zone, 19 Bolsover Street, London, W1P 7HJ.



Q&A

1. Who painted the ceiling of the Sistine Chapel?

- a) Leonardo da Vinci
- b) Michaelangelo
- c) Heronimus Bosch

2. Which Publishing Empire does Rupert Murdoch own?

- a) IPC
- b) Worldwide Printing Association
- c) News International

3. Which of the following is a Microsoft product?

- a) Tornado
- b) Flight Simulator 5.0
- c) TFX

Rules

- 1. The competition is not open to employees of Dennis Publishing, Compaq, or Microsoft**
- 2. All entries must be received by 15 March 1994.**
- 3. The Editor's decision is final, no correspondence will be entered into.**

COMPETITION

*
WIN!
*



IMPORTANT - PLEASE NOTE
ALL SOFTWARE LISTED IS
SUPPLIED ON 3.5" DISKS

(C) = CGA (Colour Graphics Adaptor)
 E = EGA (Enhanced Graphics Adaptor)
 V = VGA (Video Graphics Array)

SV = Super VGA
 256C = 256 colour
 286/386 = Minimum machine requirement
 MB = Minimum requirement of RAM
 HD = High Density Disks
 DUAL = Both 3.5" and 5.25" disks included
 * = NEW ITEM

688 ATTACK SUB EV/286	11.49
A-TRAIN CONSTRUCTION SET EV/286	12.49
A-TRAIN EV/286	13.99
A.T.C. V/286	11.99
A320 AIR-BUS V/256C/286	27.49
A320 AIRBUS (USA VERSION) V/256C/286	27.49
ACES OF THE PACIFIC V/256C/SV/386	27.49
ACES OVER EUROPE V/256C/SV/386	28.49
AIRBUCKS EV/286	18.49
AIR FORCE COMMANDER V/286	21.49
ALIEN 3 V/286	21.49
ALIEN BREED V/256C/286	20.49
ALONE IN THE DARK 2 V/386/2MB	31.49
ALONE IN THE DARK HD V/256C/386	31.49
AMERICAN GLADIATORS EV/286	19.49
AV8B HARRIER ASSAULT V/386/2MB	26.49
B17 FLYING FORTRESS V/256C/286	17.49
BATMAN RETURNS V/286	18.49
BATTLE ISLE 93 V/286	16.99
BATTLE ISLE HD EV/286	16.99
BATTLEHAWKS 1942 C/EV/286	11.49
BENEATH THE STEEL SKY V/386	23.99
BETRAYAL AT ANDORON V/256C/386	21.49
BLADE OF DESTINY V/286	26.49
BLOODWIND C/E/286	13.49
BODY BLOWS V/256C/286	20.49
BUMBLBY DIZZY C/E/286	9.49
BURNING RUBBER V/286	20.49
BUZZ ALDRIN INTO SPACE V/256C/286	31.49
CAESAR DELUXE V/286	21.49
CAR & DRIVER V/256C/386	23.49
CASLES 2 EV/286	23.99
CHAMPIONSHIP MANAGER C/EV/286	9.99
CHAMPIONSHIP MANAGER 93 UPDATE DISK	9.49
CIEV/386	20.49
CHAMPIONSHIP MANAGER 93 C/EV/386	20.49
CHESSMASTER 3000 EV/286 (DUAL)	25.49
CIVILISATION V/286	27.49
CORRUPTION (M/SCROLLS) E/286	24.49
CREEPERS V/286	21.99
CRUISE FOR A CORPSE V/286	12.49
CURSE OF ENCHANTIA V/256C/286	14.49
CYBERACE V/386/4MB	26.49
CYBERSPACE V/286	28.49
DARKLANDS V/256C/386	28.49
DAVID LEADBETTER'S (MICROPROSE) 3D GOLF	15.49
V/256C/386/2MB	15.49
DAY OF THE TENTACLE V/256C/286	28.49
DETROIT V/286	21.49
DOG FIGHT V/256C/286/1MB	11.99
DRACULA V/386	25.99
DREAMLANDS	
(TRANSARCTICA, STORM MASTER, ISHAR) EV/286	19.49
DREAMWEB V/286	25.99
DUNE 2 - BATTLE FOR ARRAKIS V/256C/286	23.99
DUNGEON MASTER EV/286	23.49
DYNA BLASTERS EV/286	23.99
ELITE 2 (FRONTIER) EV/286	24.49
ERIC THE UNREADY EV/286	23.49
EUROPEAN CHAMPIONS EV/286	20.49
EYE OF THE BEHOLDER (SS) EV/286	28.49
EYE OF THE BEHOLDER (SS) EV/286	14.49
F1 (DOMARK) V/286	21.49
F15 STRIKE EAGLE 2 C/EV/286	14.49
F15 STRIKE EAGLE 3 V/256C/386/2MB	15.49
F16 FALCON V 3.0 V/286/1MB/DOS 5	15.49
F19 STEALTH FIGHTER M/C/GA/EGA/VGA/286	8.99
F29 RETALIATOR V/286	11.99
FABLES & FIENDS - KYRANDIA 2 V/256C/286	23.99
FABLES & FIENDS	14.49
LEGEND OF KYRANDIA V/256C/286	24.49
FANTASTIC WORLDS	
(REALMS, PIRATES, POPULOUS,	
WONDERLAND) EV/286	26.49
FIELDS OF GLORY V/286	28.49
FIRST SAMURAI EV/286	15.99
FLASHBACK V/256C/286	25.49
FLIGHT SIM TOOL KIT (W/386/2MB)	32.49
FLIGHT SIMULATOR V/286	31.49
FORGOTTEN CASTLE V/256C/386	28.99
FORMULA 1 GRAND PRIX V/286	16.49
FREDDY PHARKAS	
FRONTIER PHARMACIST V/256C/SV/386	26.49
FUTURE WARS C/EV/286	10.49
GATEWAY 2 V/256C/286	23.49
GENESIA VGA/286	22.99
GLOBAL DOMINATION V/286	21.49
GOAL V/286	20.99
GOBLINS 2 V/286	21.49
GRAHAM GOOCH WORLD CLASS CRICKET V/286	22.49
GRAND PRIX CIRCUIT EV/286	10.49
GREAT NAVAL BATTLES HD V/256C/386	15.99
GUNSHIP 2000 V/286	21.99

HARRIER JUMP JET V/286 *	13.49
HEIMDAL VGA	14.99
HIRED GUNS V/286	28.49
HISTORY LINE 1914-18 V/286	25.99
HISTORY V/286	11.49
HUMANS 2 V/286	19.49
IMMORTAL EV/286	10.49
INDIANA JONES FATE OF ATLANTIS ADVENTURE V/256C/386	24.99
INDY CAR RACING V/386/2MB	28.49
INNOCENT V/286	28.49
INTERNATIONAL RUGBY CHALLENGE V/286	12.99
ISHAR 2 - LEGIONS OF CHAOS V/256C/286	20.49
JACK NICKLAUS GOLF C/E/286	5.49
JINXTER (M/SCROLLS) E/286	4.49
JURASSIC PARK V/286	23.49
KASPAROV'S GAMBIT V/386	28.99
KGB EV/286	24.49
KICK OFF 2 C/EV/286	13.49
KINGMAKER EV/286 *	24.99
KINGS QUEST 1 EV/286	11.99
KRUSTY'S SUPER FUN HOUSE V/286	21.49
LANDS OF LORE V/256C/386	23.99
LASER SQUAD (ENHANCED) V/286	21.49
LEATHA GODDESSES OF PHOBOS 2 EV/286	18.49
LEGEND (WORLD OF LEGEND) EV/286	12.99
LEGENDS (KRISALIS) V/286	19.99
LEGENDS OF VALOUR V/256C/286	23.49
LEST VIKING V/256C/286	11.99
LEISURE SUIT LARRY 6 V/386/2MB	28.49
LEMMINGS C/EV/286 (DUAL)	14.49
LEMMINGS 2 V/286	26.49
LEMMINGS DATA DISK - OH NO! C/EV/286 (DUAL)	4.99
LETHAL WEAPON V/286	18.49
LINKS (GOLF) (NORM) V/386	12.99
LINKS 386 PRO V/386	30.49
LITTL DEVIL V/256C/386	23.49
LOST VIKING V/256C/286	23.49
LOTUS 3 - THE FINAL CHALLENGE V/256C/286	21.49
LURE OF THE TEMPTRESS V/286	24.49
M & M - DARKSIDE OF XEN V/286	28.99
MAGIC BOY EV/286	17.99
MAGICLAND DIZZY CGA/EGA/VGA/286	9.49
MANCHESTER UNITED C/EV/286	10.49
MASTERS OF ORION V/386	28.49
MAXIMUM OVERKILL V/386/4MB	30.49
MEGA LO MANIA EV/286	17.49
MIDWINTER CGA/EGA/VGA/286	10.49
MIG 29 EV/286	18.49
MICRO NEEDS F15 FALCON V3 V/286/1MB	15.49
MIKE DITKA'S FOOTBALL HD EGA/VGA/286	15.49
MONOPOLY EV/286	22.49
MORTAL KOMBAT V/286	11.49
NASCAR EV/286	18.99
NFL '94 V/256C/386	25.99
NFL FOOTBALL V/386	25.99
NHL ICE HOCKEY '94 V/386/2MB	28.99
NICEL MANSELL'S WORLD CHAMPIONSHIP V/286	20.49
ONE STEP BEYOND EGA/VGA/286	14.99
PACIFIC STRIKE V/256C/386/4MB	32.99
PATRICIAN V/256C/386	22.49
PATRIOT V/286	23.49
PINBALL DREAMS V/286	23.49
PIRATES GOLD V/256C/386	28.49
PITFIGHTER V/286	3.99
POPULOUS & PROMISED LAND EV/286	20.49
POPULOUS & SIM CITY C/EV/286	20.49
POPULOUS 2 V/286	26.49
POWER TATICS	
(SHANGHAI 2, SARGON 5, BUSHBUCK,	
CHESSMASTER 3000, PIC 'N' PILE) C/EV/286	22.49
PREMIER MANAGER 2 V/286	19.49
PREMIER MANAGER V/286	12.99
PRINCE OF PERSIA 2 V/256C/286	26.49
PRINCE OF PERSIA C/EV/286	10.49
PRIVATEER SPEECH ACCESSORY DISK	15.49
PRIVATEER V/256C/386/4MB	32.49
PRO TENNIS TOUR 2 EV/286	14.49
QUEST GLORY	
(BLU ODOWYCH, MIDWINTER,	
CADAVER, BAT) C/EV/GA/286	17.49
RAGS TO RICHES V/286	26.49
RAILROAD TYCOON DELUXE V/SV/386	25.99
RAILROAD TYCOON EV/286	17.49
RALLY V/386	23.49
REACH FOR THE SKIES V/286	24.49
RED BARON HD V/256C/286	27.49
REDFORD ZORK V/286	27.99
REX NEBULAR V/286	24.49
RICK DANGEROUS C/EV/286 (DUAL)	3.49
ROCKE'S DRIFT EV/286	26.99
ROULETTE & SIM CITY V/286	26.49
RYDER C/P V/286	21.49
SAM & MAX HIT THE ROAD V/386/2MB *	30.99
SCRABBLE (US GOLD) EV/286	20.49
SEAL TEAM V/386	25.49
SECRET OF MONKEY ISLAND 2 V/286	25.49
SECRET OF MONKEY ISLAND EV/286	13.49
SENSIBLE SOCCER EV/286	22.49
SEVEN CITIES OF GOLD V/386	23.49
SHADOW CASTER V/256C/386	28.99
SHADOW OF THE COMET V/256C/286	28.99
SHADOW SORCERER EV/286 (DUAL)	6.49
SHADOWLANDS V/286	10.99
SILENT SERVICE 2 EV/256C/286	17.99
SILVERBALL VGA/386	19.99
SIM ANT V/286 (DUAL)	24.49
(SIM CITY, FUTURE CITIES &	
TERRAIN EDITOR) EV/286	23.49
SIMON THE SORCERER V/256C/386	26.49
SLEEPWALKER EV/286	21.49
SOCCER KID V/386	19.49

SOUP TREK (THE SEARCH FOR STOCK) VGA/286	19.99
SPACE CRUSADE EV/286	14.49
SPACE HULK V/386	28.49
SPACE LEGENDS	
(WING COMMANDER, MEGATRAVELLER,	
ELITE PLUS) V/286	24.49
SPACE QUEST 5 V/256C/286	25.49
SPEAR OF DESTINY (WOLFSTEIN 3D) V/256C/286	5.49
SPEEDBALL 2 *	8.99
SPORTS MASTERS	
(PGA GOLF, INDY 500, ADVANTAGE TENNIS,	
EUROPEAN CHAMPIONS' 1992) EV/286	23.49
STAR CONTROL 2 EV/286	15.49
STAR TREK - 25TH ANNIVERSARY EV/256C/286	24.49
STAR TREK 2 - JUDGEMENT RITES V/256C/386	26.49
STAR WARS CHESS V/286	31.49
STARLORD V/386	23.99
STREET FIGHTER 2 EV/286	20.49
STRIKE COMMANDER V/256C/386/4MB	32.49
STRIKE COMMANDER DATA DISK V/256C/386/4MB	15.49
STRIKE COMMANDER SPEECH ACCESSORY	14.49
V/256C/386/4MB	23.99
STRONGHOLD V/386	23.99
STUART PEARCE'S SOCCER SELECTOR'S KICK OFF 2	13.99
MICROPROSE SOCCER, MANCHESTER UNITED,	
INTERNATIONAL SOCCER) EV/286	30.49
STUNT ISLAND V/256C/386	28.49
SUB WARS V/386	15.49
SUPER CAULDRON V/286	14.49
SYNCRATE DATA DISK V/256C/386/4MB	14.49
SYNCRATE V/256C/386/4MB	29.49
T2 (COIN OP) V/386	28.99
TASK FORCE 1942 V/386/2MB	28.99
TEAM SUZUKI C/EV/286	10.49
TERMINATOR RAMPAGE V/286 *	23.49
TFX V/386	23.99
THE BLUE & THE GREY EV/286	13.99
THE LEGACY V/256C/386	26.49
THE LOST FILES OF SHERLOCK HOLMES V/256C/386	26.49
THE LOST TREASURES OF INFOCOM 1	21.49
(20 CLASSIC INFOCOM TEXT ADVENTURES) C/EV/286/286	21.49
THE LOST TREASURES OF INFOCOM 2	21.49
(11 CLASSIC INFOCOM TEXT ADVENTURES) C/EV/286/286	21.49
THE SLEETTERS EV/286	25.99
THE SUMMONING EV/286	21.49
TORNADO V/386	26.99
ULTIMA 6 EV/286 *	9.99
ULTIMA 7 EV/286	26.49
ULTIMA 8 EV/286	26.49
THE SERPENT ISLE V/256C/386/4MB	29.49
ULTIMA TRILOGY 2 (ULTIMA 4, 5, 6) V/256C/286	27.49
ULTIMA UNDERWORLD 2 V/256C/386/4MB	26.49
ULTIMA UNDERWORLD V/256C/386/4MB	26.49
WAR IN THE GULF V/286	23.49
WARLORDS 2 V/386	26.49
WHEN TWO WORLDS WAR EV/286	23.99
WING GOLF V/286	18.99
WING COMMANDER 1 V/286	9.99
WING COMMANDER 2 + SPEECH ACCESSORY PACK	26.49
V/386/2MB	20.49
WING COMMANDER 2 DATA DISK 1-2 V/386/2MB	18.99
WING COMMANDER ACADEMY V/256C/386/2MB	23.99
WIZARDRY 6 -	
BANE OF THE COSMIC FORGE C/EV/286	21.49
WIZARDRY 7	
CRUSADERS OF THE DARK SAVANT EV/286	29.99
WWF WRESTLING 2 EV/286	17.49
X-WING DATA DISK (B-WING) V/256C/286 *	16.49
X-WING DATA DISK (IMPERIAL PURSUIT) V/256C/386	15.49
X-WING V/256C/386	15.49
XMAS LEMMINGS	15.49
ZOO V/286	17.49

ADJ FRENCH (11-12 YRS) CGA/EGA/VGA (DUAL)	17.49
ADJ JUNIOR READING (4-5 YRS) CGA/EGA/VGA	14.99
FLYING FINGERS KEYBOARD TUTOR	15.49
FUN SCHOOL 2 (2-6 C) C/E/286	10.49
FUN SCHOOL 2 (6-8 C) C/E/286	10.49
FUN SCHOOL 2 (8-11 C) C/E/286	10.49
FUN SCHOOL 3 (5-7 YRS) CGA/EGA/VGA	17.49
FUN SCHOOL 4 (2-5 YRS) CGA/EGA/VGA	17.49
FUN SCHOOL 4 (5-7 YRS) CGA/EGA/VGA	17.49
FUN SCHOOL 4 (7-9 YRS) CGA/EGA/VGA	17.49
FUN SCHOOL SPECIAL -	
MERLIN'S MAGIC (7-11 YRS) CGA/EGA/VGA	17.49
FUN SCHOOL SPECIAL -	
PAINT 'N' CREATE EDUCATIONAL ART	
(5-9 YRS) CGA/EGA	17.49
MARIO IS MISSING VGA	15.49
EXCELLENT GEOGRAPHY EDUCATIONAL	
GAME FOR ALL AGE GROUPS	29.49
MAVIS BEACON 2 TYPING TUTOR CGA/EGA/VGA	25.49
MICRO ENGLISH	
(YRS TO GCSE, CONFORMS TO	
NATIONAL CURRICULUM) CGA/EGA/VGA	17.99
MICRO FRENCH	
(BEGINNER TO GCSE, CONFORMS TO	
NATIONAL CURRICULUM) CGA/EGA/VGA	17.99
MICRO MATHS	
(11 YRS TO GCSE, CONFORMS TO	
NATIONAL CURRICULUM) CGA/EGA/VGA	17.99
(BEGINNER TO GCSE, CONFORMS TO	
NATIONAL CURRICULUM)	17.99
NODDY'S BIG ADVENTURE	
(FOLLOW UP TO NODDY'S PLAYTIME)	21.49
NODDY'S PLAYTIME	
(EDUCATIONAL PROGRAM FOR	
CHILDREN AGED 3+) EGA/VGA	21.49
STORYBOOK WEAVER	
(EDUCATIONAL AND CREATIVE WRITING TOOL	
USING PICTURES, SOUNDS AND SONGS)	17.99

BBC GARDENERS WORLD 3D GARDEN DESIGNER	15.99
FUN SCHOOL SPECIAL -	
PAINT 'N' CREATE EDUCATIONAL ART	
(5-9 YRS) CGA/EGA	17.49
MAVIS BEACON 2 TYPING TUTOR CGA/EGA/VGA	25.49
MICROSOFT MONEY ACCOUNTS PACKAGE	
IDEAL FOR SMALL BUSINESS OR HOME USE	
WINDOWS REO.D.	37.49
MICROSOFT WORKS	
(A POWERFUL BUSINESS TOOL INCLUDING A	
DATABASE FOR INSTANT REPORTS,	
SPREADSHEETS AND CHARTING (31 CHART TYPES),	
WORD PROCESSOR WITH 120,000 WORD	
SPELL CHECKER, A THESAURUS WITH OVER	
190,000 SYNONYMS AND A DRAWING FUNCTION)	111.99
MINI OFFICE PERSONAL	
(SUGGESTED FOR SMALL BUSINESSES	
OR HOME USE, INCLUDES WORD PROCESSOR	
WITH 50,000 WORD SPELL CHECKER, DATABASE,	
SPREADSHEET WITH MORE THAN 50 FUNCTIONS	
AND LABEL PRINTER.)	26.49
PRINT SHOP DELUXE	
EXCELLENT PRINT ENHANCER GIVES SUPERB	
QUALITY PRINTING RESULTS. ALLOWS CALENDARS,	
GREETING CARDS ETC TO BE PRINTED	39.99
PRINT FOR WINDOWS	
EXCELLENT VALUE MUSIC AND MIDI	
SEQUENCER SOFTWARE PACKAGE	49.99
SUPERJAM FOR WINDOWS	91.99
VISTA PRO VERSION 3	
LANDSCAPE SCENERY GENERATOR)	69.99

CD ROM SOFTWARE	
7TH QUEST VGA 256 COL (GRAPHIC HORROR MYSTERY)	46.99
ANIMALS	
GUIDE TO SAN DIEGO ZOO AND LOTS OF DIFFERENT ANIMALS	34.99
BATTLES OF TIME PERFECT GENERAL, BATTLE ISLE, FIRST SAMURAI, MEGA LO MANIA	25.49
DAY OF THE TENTACLE	31.99
DINOSAURS - THE MULTIMEDIA ENCYCLOPEDIA	41.99
DISTANT SUNS FOR WINDOWS (DESKTOP PLANETARIUM)	76.99
DRACULA UNLEASHED	30.99
DUNE	33.99
EN-CORE COLLECTION HEIMDAL, THUNDERHAWK, CURSE OF ENCHANTIA (1 MEG)	21.99
GOLDEN 7 LEISURE SUIT LARRY 5, HEART OF CHINA, RED BARON, KINGS QUEST 5, GREAT COURTS 2, SHANGHAI 2, SARGON 5	33.99
HIT FOR SIX V1 (F19 STEALTH, TITUS THE FOX, GRAND PRIX MASTER, SATAN, CHICAGO 90, STARGOOSTER)	19.99
HIT FOR SIX V2 (F15 2, BLUE BROTHERS, HAMMER BOY, HIGHWAY PATROL 2, HOT SHOT, EYE OF HORUS)	19.99
HIT FOR SIX V3 (GUNSHIP, CRAZY CARS 3, MEGAPHOENIX, AIRBALL, ARCHIELAGOS, STARRAY)	19.99
HIT FOR SIX V4 (M1 TANK, F14 TOMCAT, BATTLETECH, SLOTS & CARDS, SCRYLLS, PENTYS)	19.99
HIT FOR SIX V5 (KNIGHTS OF THE SKY, BATTLETECH 2, GHOSTBUSTERS 2, MONDY'S FIGHT PALACE, TIME BANDIT, FLASHY CARS)	19.99
IRON HELIX	27.49
KINGS QUEST 5	29.99
KINGS QUEST 6	29.99
LABOUR 20	29.99
LEGEND OF KYRANDIA VGA 256 COL	31.99
LEISURE SUIT LARRY 6	28.99
MAD DOG MCCREE	30.99
MICROPRO COLLECTOR'S EDITION (MINTERWIN, GUNSHIP, 3D POOL, MICROPRO SOCCER, RICK DANGEROUS, SAVAGE)	16.99
REBEL ASSAULT V/386/ZMB	33.49
RETURN OF ZORK	25.99
SPACE ACTION	25.99
SPACE QUEST 4	26.99
STAR TREK - 25TH ANNIVERSARY	32.99
THE KGB & CIA WORLD FACT BOOK	24.99
TRIPLE ACTION (F14 TOMCAT, HAMMER BOY, FLASHY CARS)	12.49
TRIPLE ACTION V2 (BATTLETECH 2, MEGAPHOENIX, SCRYLLS)	12.49
TRIPLE ACTION V3 (TITUS THE FOX, GHOSTBUSTERS 2, TARGHAN)	12.49
TRIPLE ACTION V4 (BLUE BROTHERS, SATAN, MAYA)	12.49
TRIPLE ACTION V5 (CRAZY CARS THREE, BATTLETECH, GRAND PRIX MASTER)	12.49
ULTIMA 1-6	37.99
WING COMMANDER 2 DELUXE (WITH SECRET MISSIONS)	29.99
WING COMMANDER 2 WITH SPEECH AND ULTIMA UNDERWORLD VGA 256 COL	31.99

SOUND CARDS



SOUND BLASTER V.2 SOUND BOARD FOR PC WITH INBUILT ANALOGUE (15 PIN) JOYSTICK PORT, MIDI INTERFACE AND CD AUDIO INPUT SOCKETS. COMPLETE WITH SOFTWARE BUNDLE INCLUDING LEMMINGS, INDY 500, ORGAN AND TALKING PARROT. 1 YEAR WARRANTY. **NEW LOWER PRICE** **64.99**



QUICKSHOT PC STARTER PACK WITH SOUND BLASTER 11 VOICE MUSIC/DIGITISED VOICE/MIDI SOUND BOARD WITH INBUILT ANALOGUE (15 PIN) JOYSTICK PORT, QS123 WARRIOR 5 JOYSTICK AND MATCHING IVORY COLOUR SPEAKERS. **64.99**



SOUND SENSE SOUND BOARD FOR PC. COMPATIBLE WITH SOUNDBLASTER V.2 AND ADLIB CARDS. COMPLETE WITH HIGH QUALITY SPEAKERS, BUILT IN MIDI INTERFACE AND CD AUDIO INPUT SOCKETS. FREE ZOOL, AV8B HARRIER ASSAULT AND INDIANA JONES GAMES. 1 YEAR WARRANTY. **96.99**

SOUND BLASTER PRO PLUS SOUND BOARD FOR PC INCLUDES CD-ROM INTERFACE, MIDI INTERFACE, DIGITAL & ANALOGUE MIXER, AMPLIFIER AND SOFTWARE. **NEW LOWER PRICE** **142.99**

GRAVIS ULTRASOUND 16 BIT SOUND CARD FOR PC. COMPATIBLE WITH ADLIB AND SOUNDBLASTER. CD QUALITY SOUND, 3D HOLOGRAPHIC SOUND CAPABILITY, FULL MIDI SUPPORT, WINDOWS SUPPORT, JOYSTICK PORT, 4 SOUND UTILITIES. SUITS 386 OR ABOVE **165.99**

HARD DRIVES

WESTERN DIGITAL HARD DRIVES FOR PC (INTERNAL IDE, MODEL AC2250). VERY HIGH SPEED 3.5" DRIVE, 1" HIGH, 12 MS ACCESS TIME GIVING A TRANSFER RATE OF APPROX 1.5MB PER SECOND. THREE YEAR WARRANTY

WESTERN DIGITAL
250MB HARD DRIVE 32K CACHE199.99
WESTERN DIGITAL
340MB HARD DRIVE 128K CACHE269.99



CD ROM DRIVES

These multisession CD ROM drives are compatible with the Kodak Photo CDs, CD ROM games and will also play normal audio CDs. They are to MPC standards which mean they are compatible with all PC Soundcards. CDs can store up to 600 MB of data, making them the ideal media for games that have a large memory requirement, CD ROM games can offer fabulous graphics, sound and vast gameplay.

MITSUMI QU005S INTERNAL CD ROM DRIVE FOR IBM PC. SLOTS INTO SPARE DRIVE BAY OF PC TO ALLOW USE OF CD ROM SOFTWARE. INTERFACE INCLUDED. EXCELLENT VALUE FOR MONEY CD ROM DRIVE.159.99
PANASONIC CR562B INTERNAL CD ROM DRIVE FOR PC. HIGH SPEED 320MB/SEC ACCESS, 300KB/SEC DOUBLE SPEED DATA TRANSFER RATE, INTERFACE INCLUDED, CD ROM XA & MULTISESSION COMPATIBLE. 5.25" HALF HEIGHT DESIGN. AUTOLOADING CD TRAY199.99
PHILIPS CDD462 EXTERNAL CD ROM DRIVE199.99

NEW CLUB SHOP



OPEN 7 DAYS A WEEK
43 BROOMFIELD RD,
CHELMSFORD,
ESSEX
JUST ROUND THE CORNER
FROM THE BUS STATION

AMSTRAD MEGA PC 386 1/40

WITH VGA MONITOR AND BUILT IN MEGADRIIVE. 25MHz 386 PC, 14" COLOUR VGA MONITOR, 40MB HARD DRIVE, 1 MEG RAM, 1 YEAR ON-SITE WARRANTY, DOS 5, ANALOGUE JOYSTICK, ADLIB SOUND CARD, SPEAKERS, MOUSE & CONTROL PAD499.99

PC MICE



DATALUX MOUSE FOR PC (400 DPI, CLEAR DESIGN) **17.49**



LEGEND TRACKBALL FOR PC. REPLACES STANDARD MOUSE FOR ALL MOUSE BASED OPERATIONS. COMFORTABLE, ERGONOMIC FEEL. SUITED MAINLY TO RIGHT HANDED USERS. **25.99**



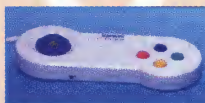
TROJAN LIGHT PEN FOR PC (COMPATIBLE WITH 286 OR ABOVE, NOT MICROCHANNEL) WORKS WITH MOST WINDOWS AND DOS APPLICATIONS. EXCELLENT FOR DESIGN AND EDUCATIONAL USE **89.99**

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals at all amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts and cuddly toys!
Special Reserve Club Shops at The Maltings, Sawbridgeworth, Herts & at 43 Broomfield Road, Chelmsford, Essex.
Club Shops open 10am til 8pm seven days a week!

PC JOYSTICKS



CH FLIGHT STICK ANALOGUE JOYSTICK FOR PC (15 PIN) **34.99**



GRAVIS ADVANCED GAME PAD FOR PC (15 PIN) **20.49**



KONIX SPEEDING FOR PC WITH AUTOFIRE (DIGITAL, 15 PIN) **12.99**



LOGIC 3 QUATRO JOYSTICK FOR PC (AUTOFIRE & SLOW MOTION, 15 PIN) **17.99**



QUICKJOY SPEED RAIDER JOYSTICK FOR PC (AUTOFIRE, 15 PIN) **13.99**



SAITEK MEGAGRIP 3 PC ANALOGUE JOYSTICK (AUTOFIRE, 15 PIN) **12.99**



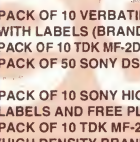
SAITEK MEGASTICK 3 PC DIGITAL JOYSTICK. (15 PIN) **8.99**



SUNCOM ANALOGUE EXTRA JOYSTICK FOR PC (15 PIN) **24.99**



SUNCOM G FORCE YOKE ANALOGUE PC JOYSTICK (15 PIN). RESPONSIVE CONTROL STICK SUITABLE FOR USE WITH DRIVING GAMES AND FLIGHT SIMS. **59.99**



HAWK JUNIOR ANALOGUE JOYSTICK FOR IBM PC. AUTO CENTERING, TURBO FIRE **9.99**

DISKS & DISK BOXES

10 PACK GOLDSTAR 5.25" DSDD DISKS (96 TPI, 720K)2.99
10 PACK GOLDSTAR 5.25" HD DISKS (1.2 MB)3.99

PACK OF 10 VERBATIM DSDD 3.5" DISKS WITH LABELS (BRANDED)6.49
PACK OF 10 TDK MF-2DD 3.5" DISKS (DSDD BRANDED)7.99
PACK OF 50 SONY DSDD 3.5" DISKS WITH LABELS22.99

PACK OF 10 SONY HIGH DENSITY 3.5" DISKS WITH LABELS AND FREE PLASTIC FLIP TOP DISK BOX7.99
PACK OF 10 TDK MF-2HD 3.5" DISKS (HIGH DENSITY BRANDED)12.99
PACK OF 50 SONY HD 3.5" DISKS WITH LABELS29.99

BANX DISK BOX 3.5" (80) STACKABLE13.99
DELUXE DISK BOX 3.5" (80), LOCKABLE, DIVIDERS9.99
DISK BOX 3.5" (120) LOCKABLE, DIVIDERS9.99
DISK BOX 3.5" PLASTIC FLIP TOP (10 CAPACITY)2.49

CONSOLE CRAZY PRICES-

ALL GENUINE UK VERSIONS
SUPER NES + MARIO ALL STARS +
1 NINTENDO JOYPAD
+ FREE SN PROPAD £124.99
MEGADRIIVE 2 + ALADDIN
+ 2 CONTROL PADS £112.99
MEGA CD 2 + 7 GAMES £239.99



Special Reserve members can have all this.. can YOU?

READ "NRG" Regular Club Magazine

CHOOSE from our Huge Selection

BUY at Best Possible Prices

SAVE with our Special Deals

SAVE more with our XS Coupons

WIN up to £10,000 worth of prizes FREE

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on 0279 600204.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase can save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. FREE-to-enter BIG TARGET COMPETITIONS. With currently up to £10,000 worth in every issue of NRG, exclusive to members.

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

Open 10am til 8pm Seven Days a Week.

Order/Confirmation/Receipt sent for every order.

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E & O.E.

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK

SAWBRIDGEWORTH SHOP 2 South Block, The Maltings, Sawbridgeworth, Herts
CHELMSFORD SHOP 43 Broomfield Road, Chelmsford, Essex

Registered Office: Inter-Mediate Ltd. 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	4.00	7.00	14.00
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE ARE NO SURCHARGES ON TELEPHONED ORDERS (UK) (PLEASE PRINT IN BLOCK CAPITALS) **MOAN**

Name _____

Address _____

Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or **NEW MEMBERSHIP FEE (ANNUAL UK 7.00)**

item _____
item _____
item _____
item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £ _____

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No _____)

Card expiry date _____ Signature _____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only. **Overseas orders must be paid by credit card.**



£99.95

Our new stereo 16-bit card sounds better than ever.

Games compatible

We don't want to sing our own praises, but our new audio card turns your PC into a stereo, 16-bit, CD-quality sound-and-music machine. And all for under £100.*

It's fully MPC2, Sound Blaster and Sound Blaster Pro compatible, comes with a 20-voice onboard synth, has a Panasonic CD-ROM interface and, thanks to Media Vision's Quick Start, is installed without the song and dance.

Sounds too good to be true? Not when you realise that Media Vision is the world's largest supplier of 16-bit audio cards, developing new technologies and slashing production costs all the time.

So, pop along to any of the dealers listed below and check out Pro Sonic 16. You'll find it's not just the price that's music to your ears.



SCSI 2 version available. * RRP £117.45 inc VAT. All trademarks acknowledged.

Action Computers 0800 333333 • Byte Computer Stores 021 733 7373, Stores in Leeds, Gateshead, Birmingham & London • All PC World Stores, Lakeside Thurrock, Staples Corner, Brentford, Croydon, Cardiff, Bristol, Leeds • Software Warehouse 0675 466467, Birmingham, London, Bristol • Technomatic 081 205 9558 • Watford Electronics, Luton 0582 745555 & Watford • Windowline 081 401 1177 • Memory Direct 0252 316060 • Vision Technology 081 982 6363



MEDIA VISION

* RRP £117.45 inc VAT

Shout to the Top!

FOOTBALL SPECIAL

Being an in-depth examination of the vast array of computer simulations of the life of a manager of an Association Football team by **Patrick McCarthy**, with pictures where appropriate.



LAYING FOOTBALL management games is as bad for your 'street' image as playing Omar Sharif's *Bridge*. If only football management games featured pictures of small, gun-toting 12-year-old Japanese girls with breasts the size of small planets. Then you could clutch at your crotch and thrust it madly at intimidated onlookers in a 'Crips and Bloods' kind of way, secure in the knowledge that, however ideologically unsound your game might be, at least it has hip visuals. The nearest you get to a hip visual in one of these babies is the John Thaw doppleganger in *Championship Manager '94*.

Football management games have come a long way since the days of the original *Football Manager*, which was one of the Spectrum's hottest selling titles ever, despite the fact that it was an enormous pile of cack. Although they're now fairly sophisticated pieces of software, they could still go a lot further to fully capture the life of the thrusting football manager of the '90s. Where are the tanning parlours? The born-again Christian platitude-generators? And what about a chance to judge beauty competitions and spend the afternoon in a jacuzzi with the finalists? A couple of driving sub-games would also be welcome; one for kerb-crawling and the other for whizzing up the motorway to pick up a 'bung.' You take my word for it, football management games still have a long way to go.

Of the games we feature here, most are variations on a theme established during an earlier work (games companies being not dissimilar to the record and film industries in that respect). The only genuinely new kid on the block is *Premier Challenge*, a purist's offering from T'ai Chi which has benefited from extensive advice from Ron Atkinson, purveyor of fine post-match one-liners to the masses and all-round hero.

There isn't a football game on the market yet which combines a good, in-depth management game with a top-quality arcade game for you to play the matches yourself. Why can't English games take a leaf out of the Americans' book? The merging of the two types of game is taken for granted in most American sports simulations, with good examples available in American football, ice hockey, baseball and even basketball. Games companies may be working on the assumption that train-spottery types who are usually drawn to a management game might not want to test their vestigial reflexes by playing out the games themselves. However, I suspect that if either *Premier Challenge* or *Championship Manager* had a facility to interlink with the likes of *Sensible Soccer*, their sales would triple. In the meantime, avid gamers who also like management games can only keep hoping that the rumoured *Sensible World Of Soccer* will be the answer to their dreams.



Championship Manager 94

Match Statistics					
LIVERPOOL		1	TOTTENHAM		2
HT 0-1					
01	B. GROBBELAAR C	4	01	P. SCHMEICHEL C	7
02	R. JONES	5	02	D. KERSLAKE	8
03	J. DICKS	6	03	S. CAMPBELL	8
04	N. RUDDOCK	5	04	D. HOWELL S	8
05	S. NICOL	7	05	C. CALDERWOOD	8
06	J. HOLBY	4	06	R. KEANE	7
07	S. MCNAMAN	6	07	N. BARNBY	8
08	N. CLOUGH	7	08	V. SAMWAYS	8
09	I. RUSH	7	09	T. SHERINGHAM	8
10	R. ROSENTHAL	6	10	R. GIGGS	7
11	J. BARNES	4	11	M. MARSH	8
12	J. REDKNAPP	7	12	P. INCE	8
14	D. HUTCHISON	5	14	J. DOZZELL	-
GK		-	GK		-
DEFENCE	-	46%	DEFENCE	-	62%
MIDFIELD	-	69%	MIDFIELD	-	31%
ATTACK	-	38%	ATTACK	-	54%
ATTEMPTS	-	13	ATTEMPTS	-	8
ATTENDANCE	-	33771			



HERE ARE SO many versions of *Championship Manager* available that it's rapidly becoming the Manchester United away strip of the football management world. We reviewed the 1993 version Issue Five; this is an 'upgrade', incorporating the transfers and squad updates that have occurred since then. Unfortunately, it hasn't attempted to merge this info with on-going games from CM93. It merely sets up another, entirely independent, game in an isolated sub-directory, and you have to start all over again. I tried copying a saved game from CM93 into CM94 and it failed abysmally. I saved the resultant visual mess to sell down the market as a fractal, so it wasn't a total loss.

Anyway...

I started again with a Tottenham squad that quickly acquired Paul Ince and Ryan Giggs and had about 14 players who could play in the midfield, which was ideal for testing a hot theory someone had told me. 'Apparently,' they whispered, 'if you play a team composed entirely of midfielders you win every time.' I tried it, and a usually successful team was soundly beaten. Not only that, but two of my players rated two out of ten for the game. So forget that little theory. How much has the game changed?

Unique attractions

It hasn't. CM94 still plays the best game of football management. It's not perfect, by any means, but in some areas it outshines everything else - its interface is one such area. Anywhere a team or player's name appears, you'll be able to access all the info you normally get through the 'proper channels.' For example, looking at the league standings, you might decide to check what style a team is playing in to be so low down the table. But on the league table screen, you simply click on the team name and off you go. Click on their formation and see how they play. Click to see who they've played so far this season.

Click on a game result to see the full match report. Click on a player's name and all his info will appear. Click on History to see his entire career ratings. Decide you like the look of him, and you don't need to back all the way out to the Find Player box, you just click on Buy from there. Excellent.

However, it's disappointing that the CM94 league has so many errors. Each division has only 20 teams in it. Fans of Oldham and Swindon will be as disappointed to see their teams already in the First division as a certain PC games magazine editor was to see Cambridge United languishing in the Third. It rather smacks of a lack of research or interest.

Transfers and shortlists

Another good feature is the on-going transfer market. Unlike most other games, you aren't the only one buying and selling players or generating activity in the market. Each week, there's a summary of all the transfer activity.

The Player Search facility lets you find players for your squad in a highly-specific way. New to this version, you can even say whether you want them to be transfer-listed, unhappy at their club or specify their nationality (important if you have European ambitions). There's also the Shortlist: a record of wanted players you keep for future reference. If they play in England, a scout can watch them and give you match and performance reports, and if they're approached by another team, you get invited into the transfer bargaining. All good stuff.

Bugbear time

Quitting the game is still a pain. It's impossible to quit without saving first, so the only other option is to re-boot the machine. Obviously this is to make it inconvenient for people who want to only save when they win. But if someone's bought the game and wants to play it that way, I'd say it was entirely up to them. And

if they've made a mistake and want to quit, or to re-load another saved game, why shouldn't they be able to do it gently, through in-game options?

So...

Apart from one or two minor option changes here and there, and of course the updated teams, CM94 has nothing to distinguish it from last year's version. The mind-numbing videoprinter has been switched off (although they must be proud of it, because it's still an option).

Unfortunately, the arrival of CM Italia hasn't brought about a facility to share data, buy Italian players from proper teams (instead of from the Token Foreigners market) or run two teams at once. The lack of mergeability with CM93 was perhaps understandable, given the difficulties it would present, but you'd expect the merging of two new games to be possible. Alas, no. This means paying out in full for each data-set and then not being able to play them together. It's still the most

addictive management game available, but others are coming closer, and if Domark continue to care so little about purchasers, other games will soon overtake them.



It's still the best (just).

Minimum Memory: 580K

Minimum Processor: 386

Minimum Speed: 25MHz

Installation: Essential

Minimum Hard Disk: 2Mb

Minimum Graphics: VGA

Soundcards: Ad-Lib, Sound Blaster, Roland

Controls: Keyboard, Mouse recommended

Price: £29.99 Out: Now

Publisher: Domark Telephone: 081 780 2222

FUN WITH WAGES

Contract negotiations are a wonderful thing. I had one pushy player who didn't even play on a regular basis and still insisted on an outrageous wage, refusing to compromise (he even pulled out of contract negotiations for a week). So I fined him. He professed to be 'shocked,' but still wouldn't negotiate. After a couple of weeks I paid him the wages he wanted and settled his contract. Then I fined him every week for a month (he was 'amazed'), with the result that he ended up with less than I would have paid him in the first place. Then I sold him. He asked for it, the little tosser. Man management: my true calling.

Championship Manager Italia



PART FROM ONE or two minor alterations and a couple of lines in the manual being changed, this is identical to the 'English' counterpart. For

example, the selectable playing styles haven't been re-named to suit the league – not a 'Catenaccio' in sight. The awkwardly-named 'Continental' style is there, looking more incongruous than ever. As is 'Long Ball.' Can you imagine Fabio Capello or Giovanni Trapattoni saying, 'Right lads, keep whacking the ball up the middle – never mind all that midfield fanning about – and hope one of our big lads can get his head on the end of it?'

Needless to say, the game provides exactly the same degree of absorption as the English version and everything costs three times as much. People who've battled with the budgets of Charlton or Exeter in CM93 will be pleased to know I'm struggling along with Inter's budget of £16.5 million. Admittedly, that might just about buy me one forward. (Actually that's not true: the Pope will be pleased to know that Gianluigi Lentini is only valued at £4.6 million in my game.)

I must say Inter have fantastic drawing-power. An example of the difference this has on gameplay: I sacked a league scout in CM93, and the Board found me another fat old man in an inflammable tracksuit to replace him. In *Italia*, I sacked one of Inter's league scouts and the Board got me Genoa's manager. (Cough). Somewhat astonished, I sacked another and got Piacenza's manager as well. Needless to say, my scouting reports are now rather better than they were, but sometimes during the results round-up I feel sorry for my new scouts' poor ex-teams.

The differences in Italian football are there: two extra substitutes are allowed on the bench, and the more sensible Italian transfer rules stop teams from buying players all the way through the season.

(I only think they're more sensible because my squad's completely full and nobody's injured, of course).

Although both Serie A and B teams are included, and have obviously been thoroughly researched (there's a handy guide to noteworthy Serie B players) the game still shows signs of being rushed out, with apparent confusion as to who works where – Dino Zoff is the 'manager' of Lazio and the 'coach' of Juventus; Giovanni Trapattoni is Inter's coach and Juve's manager. Busy men.

As I've already said in the CM94 review, the fact that the data from this game can't be merged with that from the original is a big minus. Apart from that, though, as a stand-alone game it will appeal to those who've developed a taste for quality football by watching Channel 4's *Football Italia*, and indeed to anyone who likes the idea of trying to manage the best players in the world. It will also probably be welcomed by our Italian readers, too, for whom the masochistic calling to manage Blackpool is no doubt rather more resistible.



It's the best too, just with a few more noughts at the end of transfer figures.

Minimum Memory: 580K

Minimum Processor: 386

Minimum Speed: 25MHz

Installation: Essential

Minimum Hard Disk: 2Mb

Minimum Graphics: VGA

Soundcards: Ad-Lib, Sound Blaster, Roland

Controls: Keyboard, Mouse recommended

Price: £29.99 **Out:** Now

Publisher: Domark **Telephone:** 081 780 2222

(Far left) Clearly Mr Sugar has relaxed the purse strings somewhat.

(Left) Ozzie's Dream.

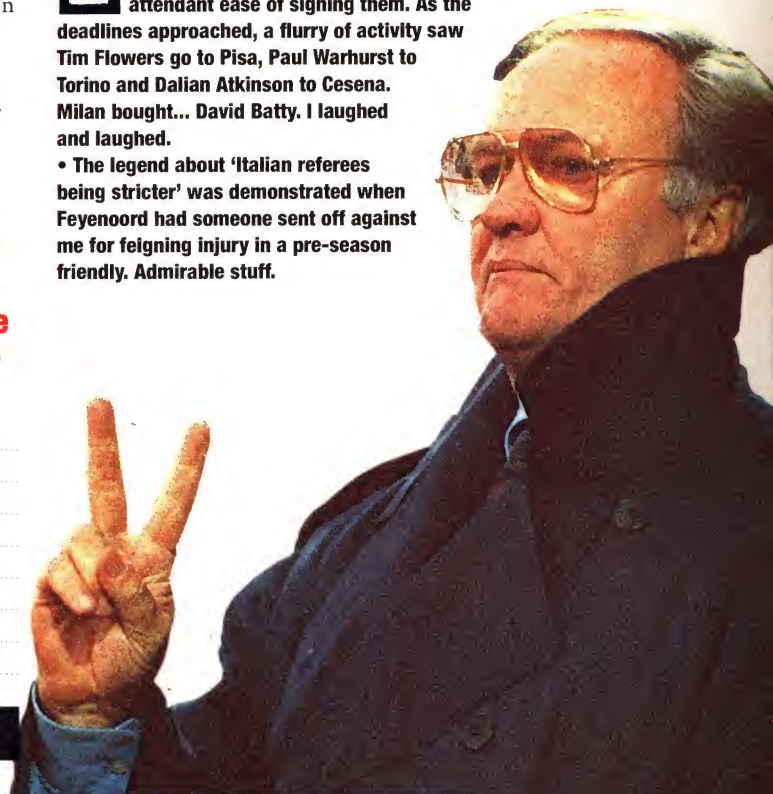
(Below left) Italian team play flat back four shock.

(Below right) The sort of front line that would make even arch rivals A.C. Milan sit up and take notice.

IT'S DIFFERENT IN ITALIA

English players are available as transfer-listed foreigners, with the attendant ease of signing them. As the deadlines approached, a flurry of activity saw Tim Flowers go to Pisa, Paul Warhurst to Torino and Dalian Atkinson to Cesena. Milan bought... David Batty. I laughed and laughed.

• The legend about 'Italian referees being stricter' was demonstrated when Feyenoord had someone sent off against me for feigning injury in a pre-season friendly. Admirable stuff.



ALLSPORT



Premier Manager 2

NO POTATO ALTRINCHAM 13 CONFERENCE
CONTRACT 1 £-208064 SATURDAY WEEK 12 1993

MATCH TACTICS

PLAYER NAME	MM	IK	PS	SH	CR	FTF	BERGOMI	20
BERGOMI	20	10	8	12	32	1	1	1
STICKLEY	7	24	19	16	32	1	1	1
REID	7	24	19	16	32	1	1	1
WALKER	4	24	19	16	32	1	1	1
SMITH	4	24	19	16	32	1	1	1
WOODHEAD	6	25	13	10	39	1	1	1
MYGHT	6	25	13	10	39	1	1	1
TUNNAKLIFFE	13	6	25	13	10	39	1	1
SANDERS	9	14	74	85	9	3	1	1
HARRIS	12	10	29	73	34	8	1	1
RAYMOND	8	10	21	23	33	4	1	1

TACKLING
HARD
PLAYED: 12
SCORED: 0
CONCEDED: 4
DPTS: 0

PASSING
NORMAL
TACKLING: 16
PASSING: 29
SHOOTING: 3
HANDLING: 34
CONTROL: 12
TIMES: 34
AGG. SIGN: 2
MOBILE: 3
LEFT

SHOOTING
LONG RANGE
STYLE: PRESSURE

FORMATION
5-3-2

HF FAIR *****
AF FAIR *****

TEAM RATING
GOOD *

Southport 0-1 Altrincham
MAN TAKES A SHOT

STAT	VALUE
FIRST HALF	11:41
LIGHT RAIN	
SOUTHPORT	5:39
SHOTS AT GOAL	2
PASSES ATTEMPTED	12
TACKLES WON	9
ALTRINCHAM	6:03
SHOTS AT GOAL	1
PASSES ATTEMPTED	13
TACKLES WON	9
RAYMOND	GOAL 7:05

PRUSSE (FASTER) SUB

(Top) A more in-depth and flexible tactical screen than in the original.
(Bottom) An exclusive early shot from the Scottish Guide To Goalkeeping: if in doubt stand up and flap your arm at the ball.

THE ORIGINAL *Premier Manager* got an iffy review in Issue Five, because there wasn't enough to do in the game and doing it was too easy. Now it's back, with more features and a stepped-up difficulty level.

Financial matters are even less appealing than before. You now have sponsors for all four sides of the ground and the roof to worry about. How much does a manager really have to do with placing advertising around the ground anyway? It doesn't cheer you when advertisers are queuing up for one side, but not want anything to do with another, either.

The 'transfer market' is as idiosyncratic as ever. Transfers still depend upon your initiation: few people are bought or sold unless you start things moving by clicking on them, and once they're sold they're not replaced by others until that season's end.

It's as packed with soap-style incident as ever: my star defender, Bergomi (alright, I admit I re-named him) scored a game-saving goal, then slipped a disk and was out of the team for 30 weeks. So far I've been fined £25,000 by the FA for lack of safety precautions at the ground, (considering it's only a field with two goals in it I was a bit surprised by this – the crowd can run away in any direction they want) and £12,500 for poor hygiene (even though we used a fresh roll-on deodorant on the pies every week). Let me tell you, these sums are a lot to a club whose average attendance is about 17.

Injuries plague you. When your entire midfield and defence are out for 16-30 weeks, you can't get any money to buy replacements, can't sell anyone to raise money because you won't have enough valid players left and can't even afford to send the injured to a specialist,

the entertainment value rapidly wears off. It becomes a slog.

On the positive side, there are more features to tinker with. Team tackling strength can be adjusted to cater for the different referees, who judge these matters according to their tastes: passing can be high, normal or low – assuming you don't have a team of dwarves, in which case that would presumably be high, low or low; marking can be zonal, nearest man or man-to-man; and shooting can be short range, medium or long-range. I'm not sure what the snob's option is with this. The great teams don't preclude shooting on sight (otherwise why does everyone shout 'Rivelino!' when they do it in the park?) but on the other hand, is there an implication that classy teams walk the ball into the

net? Anyway, you can also choose a playing style (sweeper, long ball, etc) and a host of formations, from 4-4-2 to the more eclectic 6-2-2 and even 6-1-3. Another good new feature is that players can approach you for a job in the team. You give them a ring and they tell you what they want, and from there it's up to you.

One unique feature appears to be some kind of freak weather generator, a meteorological marvel that manages to make it cold and sunny at a game in Charlton, warm and cloudy at Crystal Palace and a heatwave at Millwall. Graphically it's the ugliest game. *Premier Challenge* may be starker, but at least it has a utile, Windows look.

Although a lot has been done to improve the game, many of the new features are extremely 'Championship Manager-y,' but without the effect. For example, pre-season friendlies are included, but serve no practical purpose – especially since the whole aim of the game is undermined by the sentence 'don't expect to win if you play the same formation and tactics week in and week out.' So what's the point, then? Most management games are about developing a cohesive team and style that gets the team to play well together.

This 'difficulty through sheer bloody-mindedness' increases the emphasis on shuffling advertising hoardings around and building a stadium. The greater difficulty means, obviously, it's harder to succeed in the Conference and therefore even longer before you can take charge of a decent team. Even then you can't pick any team you want, so you're stuck, which isn't a lot of fun. Having to 'earn' the right to a better team subtracts from its appeal, especially now there are even more games that offer complete freedom in these matters.



It's better, but still too obsessed with Interior decorating for my liking.

Minimum Memory: 640K

Minimum Processor: 286

Minimum Speed: 12MHz

Installation: Essential

Minimum Hard Disk: 2Mb

Minimum Graphics: VGA

Soundcards: Ad-Lib, Sound Blaster, Roland

Controls: Keyboard, Mouse recommended

Price: £34.99 **Out:** Now

Publisher: Gremlin **Telephone:** 0742 753423

FOOTBALL MANAGEMENT GAMES WE HAVE LOVED (WELL, ONE...)

The Manager originated in Germany as *Bundesliga Manager*, was out of date when it was first released (ignoring as it did the existence of the Premier League) and is now of interest largely to nostalgia buffs keen to re-enact the days of a united football league.

Up to four players can take part at once, either over a single season, three seasons or indefinitely. With five levels of difficulty there's plenty of scope for everyone, from budding Cloughies to complete Taylors, to play. It's one of the few management games to have a decent representation of the match itself – full 'edited highlights' showing goals and the best of the action after each game.

It plays reasonably well, takes up little hard disk space, and has plenty of financial and player control to get your teeth into, but is let down by poor translation into English and rather lacklustre presentation.



FURY Of the FURRIES



Manual in English, Manuel en français, Handbuch auf deutsch, Manuale in italiano, Manual en español

Distributed By



MINDSCAPE

AVAILABLE FOR: PC & 100% COMPATIBLES, AMIGA, CD32

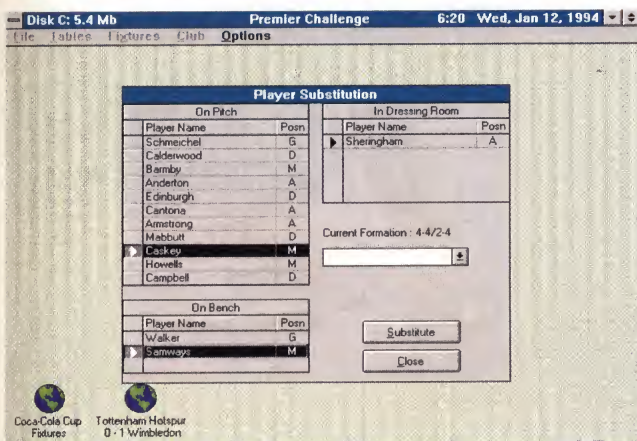
MINDSCAPE INTERNATIONAL LTD., PRIORITY HOUSE, CHARLES AVENUE,
MALTINGS PARK, BURGESS HILL, WEST SUSSEX RH15 9PQ TEL: 0444 246333 FAX: 0444 248996

Published By



© 1993 ATREID CONCEPT SA - TOUS DROITS RÉSERVÉS. TOUTES LES MARQUES ET MATÉRIELS CITÉS SONT DÉPOSÉS PAR LEURS PROPRIÉTAIRES RESPECTIFS.
© 1993 ATREID CONCEPT SA. ALL RIGHTS RESERVED. TRADEMARKS ARE ACKNOWLEDGED AS THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Premier Challenge



(Top) McCarthy makes a feeble attempt to make his dull 4-4-2 formation look interesting. (Bottom) A safe bet for the Premier Championship?

UNIQUE ATTRACTIONS

CUSTOMISABLE FORMATIONS – *Premier Challenge* is the only game to feature completely free-floating formations. A click-and-drag system lets you situate players wherever you want. The resulting formation, however unorthodox, can then be saved. **BUILT IN CHEAT MODES** – You can transfer a superstar to your club for next to nothing, sell a donkey for millions, get an injection of cash from a mystery sponsor, and so on. I looked, but I couldn't find anything about 'bungs' in there. Well. Who wants to manage England anyway?



PREMIER CHALLENGE is the first football management game to be developed specifically for Windows (although a DOS version is now available) and T'ai

Chi Software, the developer, has pledged a percentage of all profits to the Sheffield Children's Hospital. The question is, can nice people make a good game?

It's difficult to review, because it's more of an on-going project than a released game as we know it – T'ai Chi seem unnaturally determined to give the public what they want. It works like this: 50 people who purchased the first version of the game were canvassed for their opinions and the best suggestions implemented, with a new version (1.1) already released. People will be canvassed on each version and new versions released every three months or so incorporating their ideas, as long as there's nothing patently ridiculous like 'make Dave Beasant a good goalkeeper.' Upgrades should cost very little if you send the original disk back.

The game's about producing a winning football team, pure and simple. You certainly won't be spending any time down at the bank on your knees, trying to get the money for a new fluorescent hot-dog stand. As a budding George Graham, your only financial interest is whether you have the money to sign your 14th centre-back. If you do overspend, the Board will simply 'Batty' you, by selling your players while you're not looking.

On starting the game you'll be offered a job. It could be from any division, and some may even be quite tempting. I was offered QPR, once. (It sounds like something a lonely, old man might mutter to himself in a nursing home, doesn't it? Give me a couple of years and it will be.) However, most people will probably prefer to select the team they support in real life (unless it's Chelsea), after which it's all yours, until you get bored and do a Barry Fry-style

midnight flit. From then on, everything's selected from the drop down menus – league and cup games, your squad, and so on and so forth.

Player ratings

The only way to rate players in shooting, speed and even performance is by comparison within your squad. No numbers are involved. The advantage of this is players can be evaluated quickly and without the aid of a calculator; the disadvantage is that you may see someone who tops his team in shooting and think he's the answer to your goal-scoring famine, only to see he rates sixteenth in your own squad once you've spent your last million on him.

By the way, I know rating players is a subjective thing, but some seem peculiar. For example, is Efan Ekoku *really* the fourth slowest player in the Norwich side? If he is, the rest of them must be Olympic sprinters.

Training

Squad training is put into effect every time you open the squad window, so you have to be careful. You might only open it twice in succession to check the spelling of the defender's surname you want to have assassinated, but if it's on one of the strenuous options you risk injuring people.

Talking of injuries

Players injured during a game usually don't have to be substituted, but you're taking a risk. If they're injured once they may only miss one game, but twice or more and they'll be competing with John Barnes for the Minimal Pitch-Time Award. Unlike other games, treatment of your players occurs automatically and you don't have to faff about with it. This is one of the results of the in-depth consultations with Big Ron, who reckons all they do is plug people into an oxygen machine and hope for the best (which explains the state of Paul McGrath).

	Printer capability	Multiple player facility	'Real' players in teams	Change player names	Reserve team	Youth team	Scouting system/reports	Scouting shortlist	Training	Injuries/rehabilitation	Selectable playing styles	Selectable formations	Individual man-marking	Player insurance	Pre-season friendlies/ effect (0-3)
Championship Manager 94/ Italia										3 LEVELS		SLIGHTLY DEFINABLE			3
Premier Challenge		NETWORK							BY AREA FOR CLUB	AUTO	USER DEFINABLE	USER DEFINABLE			3
Premier Manager 2						NOT USABLE	NO REPORTS		BY PLAYER	3 LEVELS					0

How it plays a match

Premier Challenge depicts the game either with a ball moving around the pitch, or with zones showing where it is, with on-screen info as to who's in possession. Graphically simplistic, it nevertheless ties in with the Tactics screen, which allows you to choose which side of the pitch to direct play to. Tactics also controls the percentage your team pass along the ground, and your approach to the game – defensive, attacking or balanced.

E I Addy-o

It's easy for companies to make extravagant claims for the intelligence allegedly at work behind the scenes in a game of this kind, but it's not always hokum. After a couple of dispiriting losses in games where I was two-nil up at half time, I spoke to Mark Seers from T'ai Chi chaps and the tactical suggestions he made were logical and worked. I won't spoil your enjoyment by telling you what they were because it's always more rewarding if you find these things out for yourself. (I'm not weak-willed. I was researching for the good of the public.)

At the end of the day

It's a good 'straight' football game with no gimmicks, and probably worth buying just for the chance to have your own input. How often do you get the chance to directly influence a game in this way? More to the point, how do we score a game that can evolve into more or less anything you want? We don't normally include extra marks for 'investment potential' in our scoring system, but I'm going to here: many aspects of the game which I perceived as faults when I played it, have either already been remedied in version 1.1 through other people mentioning them, or will now be altered in version 1.2 simply because I rang and asked about them.

Future editions of the game will include fully togglable difficulty levels and league data from Scotland, Italy, Germany and Poland – and they'll interconnect (I'd advise Domark to take note). You already have a reserve and youth squad to nurture and bring players into the team from, but later you'll be able to buy and sell players from the other countries too. Instances of players and other managers contacting you is being stepped-up, so that players will be asking for transfers, clubs will be offering you jobs (if you're any good) and other teams will be bothering you incessantly for your star centre-forward on a fairly regular basis. They're also working on an international version in which you can be both a club manager and an international manager, selecting your international side from the league, with players probably being injured in club games at key moments just like in real life. What can I say? At the moment, it isn't quite the best

football management game, but if everything they are promising actually materialises, it soon will be.



Design your own game. Boost this score.

Minimum Memory: 4Mb
Minimum Processor: 386 486 recommended
Minimum Speed: 25MHz
Installation: Essential
Minimum Hard Disk: 3Mb
Minimum Graphics: VGA
Soundcards: None
Controls: Mouse recommended, keyboard
Price: £24.99 **Out:** Now
Publisher: T'ai Chi **Telephone:** 0582 562222

COMING SOON

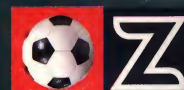
Very much in the pipeline early doors 1994 is Kevin Keegan's *Player Manager* from Anco, the people behind *Kick Off* and *Player Manager* – it promises 'more adult graphics' than the SNES version's rather bizarre collection of young boys in micro-shorts and bouffant hair styles, which will please most PC gamers (though not necessarily all).

US Gold, makers of the highly-regarded but idiosyncratic oldie *The Manager*, have the licence to the 1994 World Cup, but have been plunged into despondency by the lack of a British team in the finals. What to do? The clever money is on an international management game – but then the clever money was on Manchester United to beat Galatasaray.

Also rumoured to be on the way is *Sensible World Of Soccer* (sigh), a game which will allegedly combine the all-singing, all-dancing playability of the arcade game with an in-depth management section, and could be the answer to most people's dreams. We can only sacrifice our first-borns to the great games goddess and hope for the best, but I have my suspicions that, as usual, the Amiga version will far out-play the PC version. (Not that I care – I bought an Amiga specially. Hoo, hoo, hoo.)



Players on/loan	Transfer negotiations	Transfer market	Club records	Fixture list	Fixture records	Cheat modes	Advertising hoardings	Bank loans	Sheepskin jacket joke in manual



PRO-CITY SELL THEIR PCs ON PRICE, PERFORMANCE AND LOTS OF AFTER SALES SUPPORT

Model	Hard Drive	14" SVGA MPR I	14"SVGA NI 72 Hz MPR II	15" SVGA NI MPR II	17" SVGA NI MPR II
486 SX 25	130MB	£799	£869	£939	£1229
	170MB	£819	£879	£949	£1239
486 DX 33	170MB	£1019	£1079	£1149	£1439
	245MB	£1059	£1119	£1189	£1479
486 DX II 50	170MB	£1059	£1119	£1189	£1469
	245MB	£1099	£1159	£1229	£1509
486 DX 50	170MB	£1149	£1219	£1289	£1569
	245MB	£1199	£1259	£1329	£1609
486 DX II 66	170MB	£1179	£1249	£1319	£1599
	245MB	£1219	£1289	£1359	£1639
486 DX II 66 PCI	NEW CALL	NEW CALL	NEW CALL	NEW CALL	NEW CALL
PENTIUM	NEW CALL	NEW CALL	NEW CALL	NEW CALL	NEW CALL



ORDER DIRECT

PRO-CITY SYSTEMS INCLUDE

- Choice of case - Mini tower, Desktop, colourful or plain.
- Industry standard Motherboard with 7 ISA slots and 2 VESA slots, Pentium upgradeable.
- True Intel 80486 CPU with 8K internal 1st level cache.
- 256K secondary level cache (OK with SX 25).
- 4Mb RAM upgradeable to 32Mb.
- 3.5" 1.44Mb floppy drive.
- 2 serial, 1 parallel and 1 game port.
- VESA 24 bit true colour 1Mb SVGA card, "Accelerated" (ISA with SX 25).
- Enhanced UK keyboard.
- Manuals and documentation.
- Microsoft DOS 6.2.
- One year on-site maintenance.
- Lifetime technical support hotline.

ORDER YOUR PC SYSTEM FROM PRO-CITY

When you call Pro-City **Freephone 0800 373 841** you'll be put straight through to an experienced professional who will be pleased to offer you any advice or help you need in choosing the system to suit your requirements. Or you can fax your order through on **071 580 9250**. We'll deliver your system to you in 48 hours, free of charge.

AFTER SALES SUPPORT

- All Pro-City systems include **FREE** 12 months on-site parts and labour warranty with standard next business day response.
- A choice of low cost on-site parts and labour maintenance for up to 5 years with standard next business day response.
- **FREE** lifetime access to our Technical Support Hotline.
- Pro-City offers an upgrade service at very competitive prices on **any** system. Ring Pro-City **Freephone 0800 373 841** or drop into the London Upgrade Centre at our Tottenham Court Road store.
- **FREE** 48 hour delivery on all Pro-City systems.

NETWORKING

- Pro-City offers a comprehensive range of Networking and Multi-User products and services, from the basic 2-user system to the more complicated 250 plus user installations, including training and support.

OPTIONS AND UPGRADES

As the next generation of processors and technology becomes available, the Pro-City Service Department can easily provide you with upgrade products and services for **any** PC system as your needs change.

With the very best of low cost servicing and upgrades you can depend on Pro-City for access to the most up-to-date computing solutions and the comprehensive after sales service you'd expect.

Call **Freephone 0800 373 841** or drop into the London Upgrade Centre at our Tottenham Court Road store.

4Mb to 8Mb	£156.00
4Mb to 16Mb	£380.00
245Hd to 345Hd	£59.00
14" SVGA to SONY 17"	£679.00
VESA 2Mb Cache Controller	£195.00
250Mb internal tape streamer	£125.00
Mitsumi CD ROM	£129.00
Panasonic CD ROM (Dual speed)	£169.00
Toshiba CD ROM (Dual speed) Kit	£379.00
Multimedia entry level	£299.00
(Mitsumi CD ROM, Soundblaster PRO speakers, selection of CD titles)	
Multimedia Professional	£499.00
(Soundblaster 16, Panasonic CD ROM speakers, Mike, selection of CD titles)	

**WE'RE
OPEN
6 DAYS
A WEEK**

If you would sooner visit our store in Tottenham Court Road we'll be pleased to welcome you any time **Monday - Saturday 9.00am - 6.00pm**.

You can talk to an experienced professional who will demonstrate the system you're looking for or you can visit the London Upgrade Centre in store.



PC DEALS Ltd.,
221 Tottenham Court Road, London W1
Tel: 071 436 2919 Fax: 071 323 0036

All prices are exclusive of VAT. Prices and specifications are subject to change without prior notice. All sales subject to Pro-City Computers Plc terms and conditions, a copy of which is available on request. All goods subject to availability. All registered Trade marks acknowledged. E. & O.E.

PRO-CITY COMPUTERS PLC 5 PERCY STREET, LONDON W1P 9FA

TEL: 0800 373 841 FAX: 071 580 9250

PRO-CITY

PC ZONE



reviews

Games reviews is what PC Zone is all about and this is where the reviews start. On the next 50 pages you'll find reviews of all the latest software.

However, before you launch yourself into the most authoritative reviews pages around you might like to check up on what it all means.

THE SCORE

All games receive an overall mark out of 100. So by definition that's a percentage but if you want to call it 'Out of a hundred' then you go ahead and call it 'Out of a hundred'. You can even call it 'Ernest' if you like.

As a rough guide to interpreting the scores here's the guidelines we give to reviewers. (Not that they ever read them mind you. It can be quite heartbreaking at times...)

90+ (PC Zone Classic)

Highly original idea or an exceptional, near 'definitive' version of an old idea. Flawless in all departments and crammed to overflowing with long-term playability. Alternatively the software company took the reviewer to Paris for the weekend.

80-89 (PC Zone Recommended)

Extremely well executed strong in all/all but one department. High degree of originality.

70-79 Strong idea, well executed. Not necessarily very original. However, weaknesses do not seriously impair playability, and it has a reasonably long life.

60-69 Games falling into the 'If you like this style of game you'll like this if not you won't' category. Plus games strong on idea but weak on presentation or vice versa.

50-59 Seen it all before, take it or leave it. Nothing special to recommend it but not abysmal either.

40-49 Dodgy. Still playable but probably only the once.

30-39 Seriously weak in idea and execution.

20-29 The game is hopeless or the software company forgot the £50 cash bribe.

10-19 Bin jobs

0-9 It didn't work. It crashed the PC and got jammed in the disk drive.

THE SPECS

Is there anything worse than buying a game only to find it's not compatible with your machine? Well yes, coming home and finding your cat on fire for instance, but we can't do anything about that. With this technical box we can at least make sure you know what memory, graphic and sound support you will need (or can use) with each game.

PC ZONE specs

Minimum Memory: 565K

Minimum Processor: 286

Minimum Speed: 20MHz

Installation: Essential

Controls: Mouse, Keyboard

WHAT'S ON OUR HARD DISK?

Some games get installed, reviewed and then deleted. Others hang around a lot longer. This (in no particular order) is what's currently nestling on our hard drive. Not necessarily the best games around, but the ones we keep coming back to.

- 1 Doom
- 2 Alone In The Dark
- 3 X-Wing
- 4 Premier Challenge
- 5 Red Baron



PC ZONE score

A game of truly
monumental
averageness

50

Price: £35.99 Out: Now
Published: Dennis
Telephone: 071 631 1433

IN PERSPECTIVE

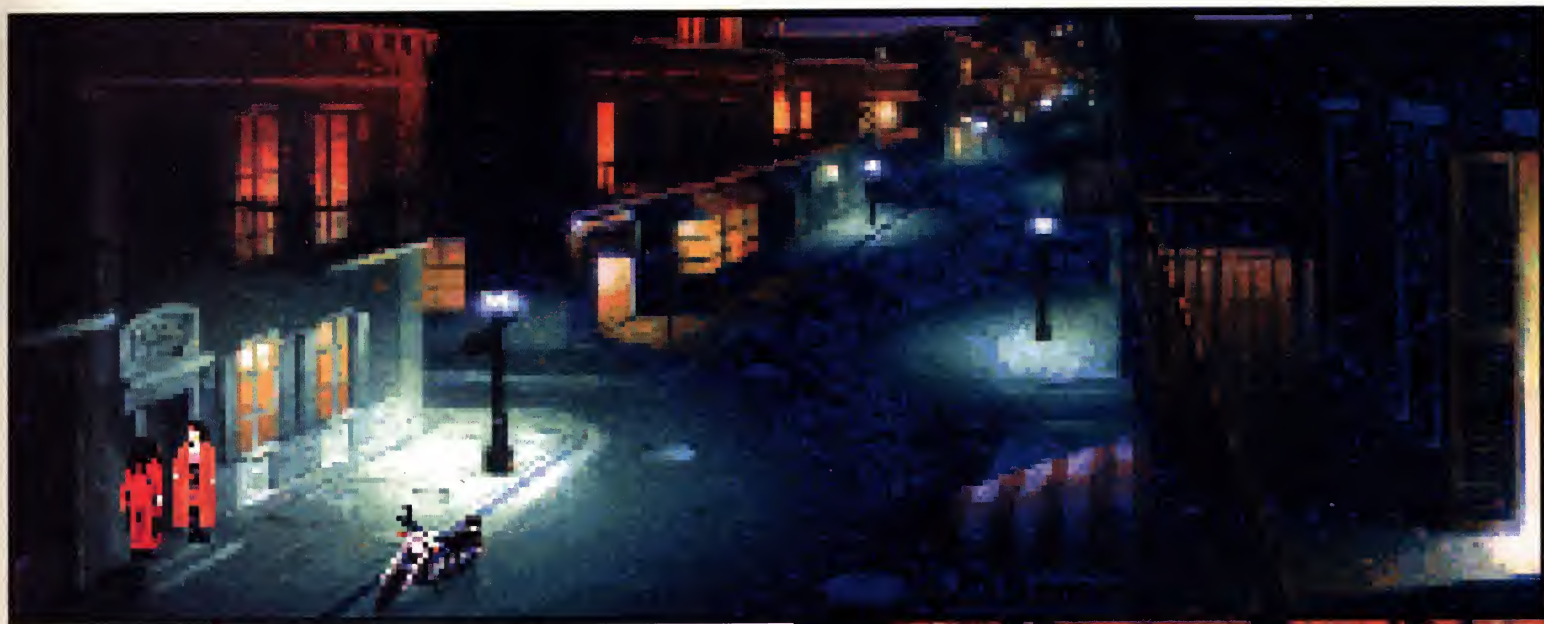
Often all that a review is saying is that a game is as good as that one but not quite as good as the other one. In Perspective attempts to illustrate this visually by rating the game in terms of similar examples. The 'scores' given in this graph are relative to each other i.e. all examples might score highly in their own right but not against each other.

IN PERSPECTIVE

A Better Game

The Game Being Reviewed

A Worse Game



A homely tale of Voodoo, human sacrifice, miscegenation and ancestral curses. Mark Burgess goes way down yonder to New Orleans.



SIERRA'S ADVENTURE games have been of three types: the remorselessly twee (*Kings Quest*), the tough cops (*Police Quest*) and the vaguely role-playing (*Quest for Glory*). *Gabriel Knight* is more in the *Police Quest* mould. You have to track down a gang of killers, and the violence is fairly graphic. *Gabriel Knight* scores by being a very good game. In fact, it's brilliant.

You play the eponymous hero, a failed author who runs a book shop in New Orleans. A spate of Voodoo murders is terrifying the city; useful, because you are researching a book on the subject. But there is another reason why you are drawn in, hinted at in your gruesome nightmares and given full treatment in the graphic novel (comic book). Many years ago an ancestor of yours came to America from Germany to purge a town of evil. He found that devilry was afoot and set a trap for the idolators. Meanwhile he had fallen in love with a beautiful slave girl, Tetelo. The coven falls into the trap but the high priestess turns out to be none other than Tetelo. Torn between love and duty he frees her and she and her murderous gang wreak bloody havoc on the town he had promised to protect.

Voodoo Chile

Is the slave, in some strange way, still alive? And will you undo the mischief of your great great grandfather? Fate



Voodoo

In Voodoo every object is ruled by a spirit and can be controlled by dealing with that specific spirit.

The gods of Voodoo (loas) number over three hundred, and include figures from the Dahomney, Nigerian and Congolese pantheons as well as a few surprised Catholic saints.

The gods are of two sorts, the Rada and Petro loas. In general terms, the Rada are benevolent and the Petro loas more destructive. This doesn't mean that the Petro loas are evil – their destructive power was harnessed in the Haitian revolution.

Voodoo has its priests called the houngan if male and mambo if female. Voodoo had the ordination of women some time before the Anglican communion.



Gabriel



Malia



Mosely



Grace

The cast



is conspiring to bring the two blood lines together and for a while you seem doomed to repeat the mistakes of the past. It is all exciting stuff. In the early part of *Gabriel Knight* you are just trying to get your bearings and find out about the threat, yourself and your family history. Your assistant, Grace, helps you with research and fends off your attempts at sexual harassment. She gets snuffy when you start sleeping with Malia, but that's women for you, I guess.

Got a Black Magic Woman

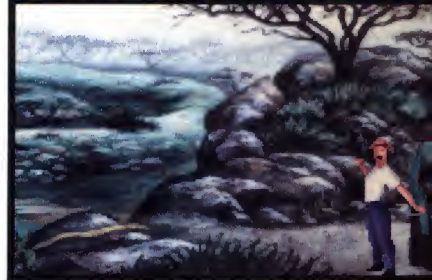
From day four, the bodies start piling up – including your own if you're not careful. People start leaving gentle hints, like a dismembered cockerel, that your researches are unwelcome. Your allies become few and far between. The case gets closed and your friend Inspector Mosely is transferred and then killed. You have already compromised yourself with a sexual liaison with Malia Gedde who looks like a strong candidate for an incarnation of the slave Tetelo.

Amazing Grace

In a magnificent sequence on the seventh day you are cleansed of your sins and emerge a Schattenjäger, shadow hunter. Now you are ready to do battle against the forces of evil. The action moves from New Orleans to Germany to Benin and back again. *Gabriel Knight* is atmospheric with background music and sound used to good effect. The various music traditions of New Orleans – jazz, Creole and blues – provide the accompaniment to your walks in the park (an essential part of every day). The general background music is of the sort that you find yourself whistling in the bath.

Redemption Song

The music can be turned off from the game control panel. From here you can also alter the sound volume,



Opposite page: (Top right) Down these mean streets a man must go; Grace confronts Malia outside the store. (Middle right) The voodoo ceremony at the climax of the sixth day. (Bottom right) In the Dixieland drug store – voodoo dolls, animal masks and love potion number nine.

This page (From top to bottom) 1. Prof Hartridge has given his last tutorial. 2. Every night a night of fear. 3. It started with a kiss. 4. New Orleans, a city of lights. 5. A yawn, a stretch and then off to fight the Mummies.

Gabriel Knight

EXCLUSIVE!

Make Your Own Zombie

1. Go to a graveyard and find a freshly buried, unembalmed corpse. Draw a vever on the ground in honour of Guede. Draw a circle round the grave and light a candle at each of the cardinal points. Pour a libation at these points and then chant the spell. Get your assistant to dig up the coffin and take off the lid. Then call out the corpse's name. It should sit up and answer you, becoming your slave from then on.

TROUBLESHOOTING

- A. It's common in Haiti to sew the lips of the corpse shut. This prevents it from answering to its name and ruining the whole thing.
- B. You need to be a Boko to know the spell.
2. The way in which zombies are probably made goes like this. A collection of narcotic herbs such as belladonna, henbane, myrobalan and jimson weed are administered to the victim, without his knowledge. The herbs are usually given in tobacco and result in catalepsy. This is easily mistaken for death and in places like Haiti he will be buried and unembalmed, a matter of hours later. The following night the herbs will have worn off so you can disinter your victim and lead him away. A regular, less drastic, dose of the herbs will keep him enervated.
- A. The Criminal Code of Haiti provides: 'Murder shall be assumed to include any use made, against others, of substances which, without necessarily causing death, induce a more or less prolonged lethargic sleep. And the act of burying the individual to whom such substances have been administered shall be held to be murder, no matter what the outcome of it.'
- B. Such conduct is also illegal under English law (Offences Against The Person Act 1861).



'You must first burn away the past. How much sin do you have to burn?'



level of detail, text scroll speed and game speed. The last is useful in the arcade sections.

There are eight 'action' icons: walk, look, question, speak, pick up, open, operate and push. A simple click will perform the action, although if you've chosen the wrong one the person might actually walk away and you'll have to catch up with them in order to try again. The graphics and animation are very good. Better than its nearest rival, *Shadow Of The Comet*.

Fingers and thumbs

Objects that you can pick up or use stand out slightly from the background and there is no limit on what you can carry. I picked up everything in the bedroom on day one, although half of it wasn't needed until three days later.

The inventory can be called up at any time and objects can be used on each other or on the outside world. On the first day you are given a tape recorder which enables you to play back conversations. The general idea is to talk to everyone you meet about everything. Global topics are in one colour, new topics in another and topics special to the person you are talking to in a third. You should also show everyone you meet all you have collected so far. If there is something you shouldn't display (like the snake scale to Dr John) the program will tell you and save your embarrassment.

There are a few special tasks you must perform. These include translating tomb inscriptions and drum messages. All the tools are available to you. *Gabriel Knight* is not a linear adventure. You do not need to restore at frequent intervals. If there are a number of tasks to be completed in a day, then that day won't 'end' until you've done them.

Within the limits of the plot, actions can be done in almost any order. You can pick up the snake scale as late as day five, if you wish.

The puzzles are challenging but not impossible; a mix of logic and lateral thinking. If you investigate your surroundings thoroughly you should have no problems - for instance, if you noticed the effect of the air conditioner on the snake in day one or two, you should survive the attack in day five.

The problem comes with the arcade sequences. There are two really bad ones; in the snake mound on day nine and the final fight on day ten. They not only demand fast reflexes and perfect timing; they also have Sierra's pixel-perfect interface so that unless you click at exactly the right place at the right time, you're dead. I'm not bad at arcade games but I - and about half the people on Compuserve - found the mummies in day nine almost impossible. I think the record for completing it was three days. And you can't skip them as you could in *Indiana Jones*. This has to be remedied.

It's all in the game

That is not the only thing that should have been remedied. I got the full boxed version of the game, manuals, storybook and the rest. Yet it wouldn't restore saved games. This should have been caught at the testing stage. This couple of minor, technical faults is the only thing that detract from the game - and I hope they will be sorted in the next release. The actual game is addictive, highly playable and downright creepy. *Gabriel Knight* is one of the few games that approaches the skill of the cinema in transporting you to another world. What more could you ask for? **Z**

(Left) Er, how much time do you have? (Below) Taxi to the People's Republic of Ben in? Hop in, gov.

PC ZONE

score

Brilliant and
frightening offering
from Sierra.

92

Price: £39.99 Out: Now
Published: Sierra
Telephone: 0734 303322

PC ZONE

specs

Minimum Memory: 4Mb expanded
Minimum Processor: 386SX
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 19Mb
Minimum Graphics: VGA with 256k video RAM
Soundcards: Sound Blaster, Ad-Lib, General MIDI, MS sound system etc.
Controls: Mouse



The Elder Scrolls ARENA



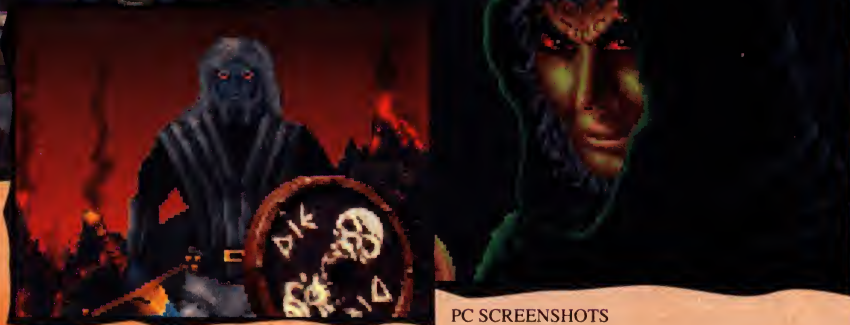
O He who readeth this I say Peace be thine.
For Fate Herself hast chosen thee to begin the
most compelling Quest of thy life...

The Arena is but Chapter 1 of the Elder Scrolls, and truly an epic fantasy. Spin around with 360° movement to face dangers from any direction...use a unique combat control to leap, duck, slash with total freedom...and conjure up a bewildering array of life-saving spells.

Wince at the sickening sound of a mace ripping flesh, and prepare yourself for the overwhelming sight of full-screen 3-D smooth scrolling.



Here is a colossal fantasy world, encompassing generations of characters and over 400 cities and towns, where the realism is so powerful you may never escape Her depths...



PC SCREENSHOTS

AVAILABLE FOR
PC & Compatibles
(386 or higher).

BETHESDA SOFTWARE™



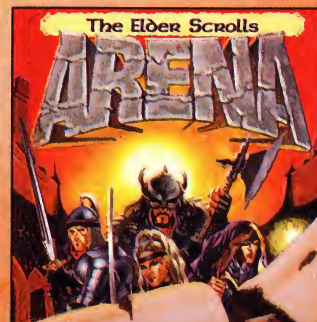
The Elder Scrolls, Arena and Bethesda Softworks are trademarks of Bethesda Softworks. All rights reserved. Marketed and distributed under license by US Gold Limited, 2/3 Holford Way, Holford, Birmingham. B6 7AX. Tel 021 625 3366. All rights reserved.



HINTS 'N' TIPS CALL THE GOLD PHONE LINE

SPELLJAMMER • EYE OF THE BEHOLDER III • VEIL OF DARKNESS • DARK SUN • EYE OF THE BEHOLDER • LEGEND OF DARKMOON (EYE OF THE BEHOLDER II) • DRAGONS OF FLAME • HEROES OF THE LANCE • PROPHECY OF THE SHADOW TEL: 0839 654 139 OPERATION STEALTH • ANOTHER WORLD • FLASHBACK • CRUISE FOR A CORPSE TEL: 0839 654 284 LUCASARTS HELPLINE • L&CHUCK'S REVENGE (MONKEY ISLAND 2) • INDIANA JONES (LAST CRUSADE & FATE OF ATLANTIS) • ZAK McKracken • MANIAC MANSION • LOOM • THE SECRET OF MONKEY ISLAND • X-WING • DAY OF THE TENTACLE TEL: 0839 654 123 INFORMATION LINE: 0839 654 124 • LEGENDS OF VALOUR TEL: 0839 993 366 ACCESS HELPLINE: AMAZON • LINKS-THE CHALLENGE • LINKS 366 PRO TEL: 0839 654 394 • STREET FIGHTER 2 TEL: 0839 007 755 SIR-TECH HELPLINE: CRUSADERS OF THE DARK SAVANT TEL: 0839 994 477

SERVICE PROVIDED BY U.S. GOLD LTD., UNITS 2/3 HOLFORD WAY, HOLFORD, BIRMINGHAM, B6 7AX. TEL: (0902) 640027 FAX: (0902) 640029. IF YOU ARE UNDER 18 PLEASE GET PERMISSION TO USE THE TELEPHONE. CALLS COST 30p PER MINUTE. CHEAP RATE, 40p PER MINUTE ALL OTHER TIMES. PRICES CORRECT AT TIME OF GOING TO PRESS. IF IN ANY DOUBT CONTACT U.S. GOLD CUSTOMER SERVICES FOR FULL DETAILS OF CURRENT CHARGES AND CONTENTS.



KIDS' CREATIVITY SOFTWARE FROM MICROSOFT

Introducing Creative Writer and Fine Artist, two products just for kids from Microsoft. Designed specifically to engage and inspire young people, these products include a wealth of tools and project ideas that will not only attract the attention of kids aged 6 to 14, but hold it for hours

Creative Writer is a writing and desktop publishing program just for kids, with all the tools and inspiration to let them produce great creative writing projects such as stories, newsletters, banners, and much more. Like Fine Artist, Creative Writer was developed by Microsoft with the help of parents, teachers and kids. And Creative Writer challenges kids with fun project ideas. There's even a device called The Splot Machine which has 8000 ideas for new stories, and a gallery of clip art to make stories come to life.

Fine Artist lets kids unleash their own creativity and express themselves artistically on your home computer. They can create everything from animated pictures to posters, comic strips, buttons, stickers, and other cool stuff. Fine Artist works easily and intuitively and features two wacky characters to guide kids through the program. Kids can jump into creativity right away with seventy-two paintbrush styles and animated clip-art to really get their imagination going, and at the same time learn basic art techniques like adding dimension to drawings



"Max here"

"I love playing with words and writing stories. Maggie and I have all kinds of fun together. I'm hoping to be a world famous writer."



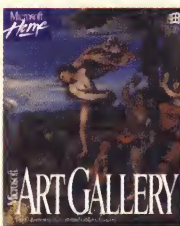
"I'm Maggie"

"I love to draw pictures. Max and I are friends. We team up to create fun stories - I draw the pictures, Max writes the stories! I want to become a world famous artist someday."

£35

ART GALLERY

Is an interactive guide to one of the world's finest collections of Old Master paintings. Based on the National Gallery's own in-house computer information system, Micro Gallery, Art Gallery presents home users with an entertaining way to learn about some of the world's greatest works of art through their Microsoft Windows operating system based PC or Apple Macintosh. It contains more than 2,000 paintings represented in high quality 256 colour reprints carefully digitised from the National Gallery's photographic records, biographies of over 70 artists. Over 1 million words of text and more than 50 animated illustrations bringing to life aspects of composition, perspective and painting techniques.



APPLE CD MULTIMEDIA KIT FOR PCs

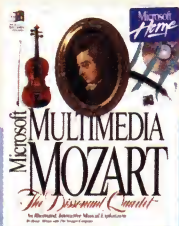
£369

This fantastic kit comes complete with an AppleCD 300i internal CD-ROM drive, AppleDesign Powered Speakers, Media Vision Pro AudioSpectrum 16 soundcard, plus all necessary cables and software. Kit contents exceed MPC Level 2 specifications. The AppleCD 300i is a double speed, multisession CD-ROM. AppleDesign Powered Speakers equip your computer with CD quality stereo output and excellent stereo separation and sound quality using controlled sound dispersion. Built-in noise circuitry provides clear sound and each speaker is magnetically shielded for use near computer displays and peripheral devices. The Media Vision Pro Audio Spectrum 16 sound card gives you the highest fidelity sound available on a PC. The Apple Multimedia Starter CD provides an interactive exploration of CD-ROM and multimedia including samples of education, business and home uses for multimedia and "galleries" of clip art, photos, QuickTime movies, sound/music and more. Each kit includes Apple Multimedia Starter CD, and on return of the coupon 2 additional free CD-ROM titles.

£33

DINOSAURS

A fantastic interactive journey into the world of dinosaurs: what they looked like, how they may have sounded, how they lived and died. They are brought to life with dozens of sound effects and more than 1,000 high quality illustrations and photos. A number of incredible "video" clips have been included which are mini films of dinosaurs created to the same quality as Jurassic Park! The interface is one of Microsoft's best, and an excellent commentary by dinosaur expert Don Lessem provides insight and humour throughout the journey.



MOZART

£33

an absolute must for the classical music fan. Multimedia Mozart is an exploration of the man and his music. String Quartet in C major the Dissonant is performed by the Angeles Quartet as are supplemental excerpts. You can even test your knowledge and understanding with the Mozart game included on the CD

£69

ENCARTA

This multimedia encyclopedia is a new kind of reference tool which uses graphics and sound as well as text to tell you about everything from Aardvarks to Zygoties - a complete 28 volume encyclopedia on one CD-ROM. Encarta brings information to life and speeds it's way through nine million words to retrieve a piece of information in seconds. A knowledge adventure game MindMaze is included which makes learning far more interesting. Updated yearly.



MUSICAL INSTRUMENTS

£33

This title includes crisp, beautiful pictures of over 200 instruments from around the world coupled with wondrous melodies. Just click the mouse to see how an instrument works, hear musical examples, or listen to jazz, classical, rock, and other ensembles. This is a complete reference guide to the world of musical instruments.

£33

BEETHOVEN

Is an interactive musical exploration on CD. Learn about Beethoven's world, look at the music note by note while listening to the music performed by the Vienna Philharmonic through your Hi-Fi. You can even test yourself on what you have learnt! You will be amazed at the quality, depth of knowledge and sense embracing delivery of information encompassed in the CD ROM.



CINEMANIA

£33

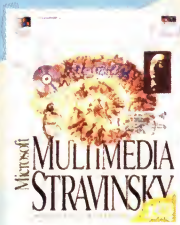
A multimedia guide to classic and contemporary movies with 19,000 capsule reviews, 3,000 biographies and photographs, 754 detailed reviews and additional movie stills and dialogue. The hot links allow you to browse the lives of famous stars, switch to their movies and check out the biographies of their co-stars. The List Maker helps you

build a collection of choices to take to the video shop next time you hire a movie.

£33

STRAVINSKY

This product features a digital recording of Igor Stravinsky's The Rite of Spring featuring Charles Dutoit conducting the Orchestre Symphonique de Montreal as well as significant supplemental musical excerpts. The Rite game tests your knowledge and the Rite of Dance discusses the original production and choreography of this controversial ballet



Don't miss us at

The Windows Show '94

Feb 22nd - 25th at Olympia,

Stand 238

Free Tickets Available



Entertainment CD's

Movie Madness	33.00
Critical Path	39.00
Quantum Gate	39.00
Beethoven	33.00
Dinosaurs (Microsoft)	33.00
Mozart	33.00
Stravinsky	33.00
Cinemania	33.00

Education CD's

Forever Growing Garden	39.00
Architecture	33.00
JFK Assassination	33.00
Explorer collection	33.00
Encarta	69.00
MS Art Gallery	35.00
Musical Instruments	33.00
Oxford English Dictionary on CD	495.00
Street Smart (London A-Z)	199.00
World Atlas CD	79.00

Multimedia

MS Fine Artist	42.50
MS Creative Writer	42.50
Kodak Shoebox	185.00
Corel Photo CD's	33.00
Kidpix	19.99
Planit (multimedia organiser range)	39.00
Add Impact	79.00
Animation Works Interactive	99.95
Image Warehouse	79.00
Macromind Action	149.00
MGM Movies	25.00
Morph	89.00
Multimedia Works	99.00
Multimedia Publishing Viewer Kit	225.00
Media Vision Pro Movie Studio	350.00
Hanna Barbera Cartoons	25.00
Microsoft Video	85.00
Video Director	129.99
VideoBlaster	295.00
VideoSpigot	249.00
Windows Sound System	119.00

Sound Cards

Audioman (Logitech)	89.00
Media Vision Pro Audio 16	115.00
Media Vision Pro Audio Spectrum 16	145.00
Media Vision Pro Audio Studio 16	195.00
Soundblaster	59.00
Soundblaster Pro Plus	125.00
Soundblaster 16	139.00
Soundblaster 16 ASP card	179.00
Soundman (Logitech)	149.00

Multisession CD ROM Drives

Mitsumi internal CD drive kit	112.00
NEC Portable CDR-25 (requires SCSI)	189.00
NEC Portable Multispin 38 Kit	359.00
NEC Multispin 74 External Kit	399.00
NEC Multispin 84 Internal Kit	399.00
NEC 3 XP	335.00
Philips external CDD462 kit	349.00
Toshiba KT3401 int kit	349.00
Toshiba KT3401 ext kit	459.00
Toshiba XM4101B ext drive	289.00
Toshiba XM4101 int drive	235.00

Multimedia Bundles

Multimedia Kit - (Drive, Soundblaster)	429.00
NEC Multimedia Gallery Multispin 74	749.00
NEC Multimedia Gallery Multispin 84	699.00
SCSI cards	from 45.00
KODAK Photo CD Software	25.00
Apple CD Multimedia Kit for PC's	369.00

Videocards

Hercules Dynamite Pro - (accelerator)	159.00
Hercules Dynamite Pro 2MB - (accelerator)	199.00
Hercules Graphite - (accelerator)	229.00
Hercules Graphite Pro 1MB - (accelerator)	279.00
Hercules Graphite Pro 2MB - (accelerator)	399.00
Hercules Chrome 431 - (24bit)	799.00

CALL
081 401 1177
for a free catalogue,
or to order

NO GREY IMPORTS - ALL PRODUCTS AUTHORISED UK VERSIONS

ORDERING

To order call Monday

- Friday 9 am to 6 pm.

DELIVERY: Add £6.00 to all orders. In stock items are sent via a courier for next working day. Add VAT to the total price, except on books. Payment is by credit card or cheque. Government depts, Ed. establishments or PLC's may purchase with an official order (faxed / posted) subject to status. International orders accepted with credit card only. Shipping is charged at cost. E&OE

POLICY

Credit cards are not

charged until order

is shipped. If a partial order is despatched, the balance is posted free. All goods are sent by courier service (signature on delivery). Same day delivery in London area available. Defective software replaced immediately. Refunds only apply to unopened packages returned within 7 days of receipt with an authorisation number. Prices are correct at time of going to press.



Fury Of The Furrries

If you thought that all balls of fluff were good for was sitting in your belly button and generally being embarrassing, think again. **Laurence Scottford** has discovered 101 different uses for furrries in this groundbreaking platform game.



SMALL FURRY animals may seem harmless and defenceless, but they have evolved one of the most effective survival tactics for life on Earth. It must have been back in prehistory when, after a hard but unsuccessful day hunting woolly

mammoth, the gruff and violent men of the hairy-machos tribe had finally decided to settle for something smaller and easier to catch. Imagine the moment, during which the square-jawed hulks, all with hard-as-nails names like Ug, Thug, Nog, and Killer, are carefully creeping up on a rabbit warren, when the silence is suddenly broken by the harrowing sound of a grown man squealing: 'Oooh, look at da cute little bunny wabbits'. So, not only did our furry friends avoid being eaten, they also convinced early man to keep them safe and sound in a centrally heated cave and supplied with free straw and lettuce. What is the point of this little-known tale of Darwinian success? Small furry creatures are not as stupid as they look. In fact the small furrries we are concerned with here are about as crafty and resourceful as it's possible to get.

Union rules guv!

Despite the title, the heroes of this game are actually called 'tinies'. They are best described as bits of coloured belly-button fluff with hands and feet. In fact they look suspiciously like those little toy things stuck to bits of ribbon you used to be able to buy, which would inevitably end up getting stuck behind the sofa for a decade or being choked on by small dogs.

Unlike the toys, these tinies have their uses. In fact each of the four types has its own very specific uses and, in the true tradition of tiny unions, each may only perform its specified tasks and not those of any other tiny. So, yellow tinies can throw fireballs and are resistant to fire, blue

tinies can swim underwater and blow bubbles, green tinies can attach a line to objects and swing from them or pull them, and red tinies can eat bits of the scenery. Having all these skills to hand is pretty useful; essential, in fact, when your king has been kidnapped and it's up to you to rescue him.

Sophistication and charm

What we have here is a loveable cross between *The Lost Vikings* and *Lemmings*, in which the general idea is to work out how best to use the skills of the four different tinies to solve the problem set on each of the hundred or so levels. But while the influences are obvious, *Fury Of The Furrries* does have a unique appeal. Although the sprites are small, they are superbly animated – just check out the expressions on the tinies' faces when they are heading for a deadly hazard. The game has an engaging simplicity too, because although there are four different types of tiny,

you only control one at a time, and it is changed to a different type simply by dematerialising and then rematerialising in a new form.

There are ten worlds, with approximately ten levels each. I'm vague on that point simply because, at the time of writing this review, I have still seen only about a third of all there is to see. And that brings me neatly on to my one criticism – although the first couple of levels are pathetically easy, they soon get very tricky indeed. In itself, this is no bad thing, but unlike the other similar games I mentioned earlier, *Fury Of The Furrries* will only let you save your game at the mid-point and end of each world, which means that you may be faced with the prospect of playing up to four levels again before reaching the point at which you got stuck. This is going to frustrate players who don't have a lot of patience.

A furious conclusion

Despite its difficulty, *Fury Of The Furrries* should appeal to fans of the action/puzzle genre. It's a little bit more action orientated than *The Lost Vikings* and that's where most of the difficulty comes from – the puzzles being easier to solve than those in *Lemmings*. It has charm though, and if you're prepared to be patient with it, this will certainly be the game that's responsible for you falling asleep in the office/failing your exams/getting divorced. What better recommendation can I give it? ☑

PC ZONE
score

A riveting platform puzzler, but not for the easily frustrated.



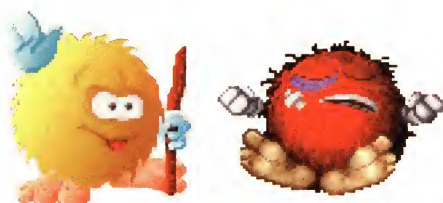
Price: £34.99 Out: Now
Published: Mindscape
Telephone: 0444 246333

PC ZONE
specs

Minimum Memory: 640K
Minimum Processor: 8086
Minimum Speed: 8MHz
Installation: Essential
Minimum Hard Disk: 9Mb
Minimum Graphics: VGA
Soundcards: Supported: Ad-Lib, Sound Blaster, Roland
Controls: Keyboard, Mouse, Joystick



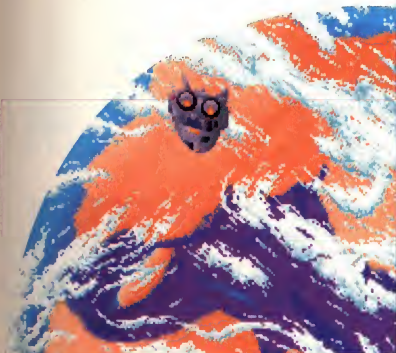
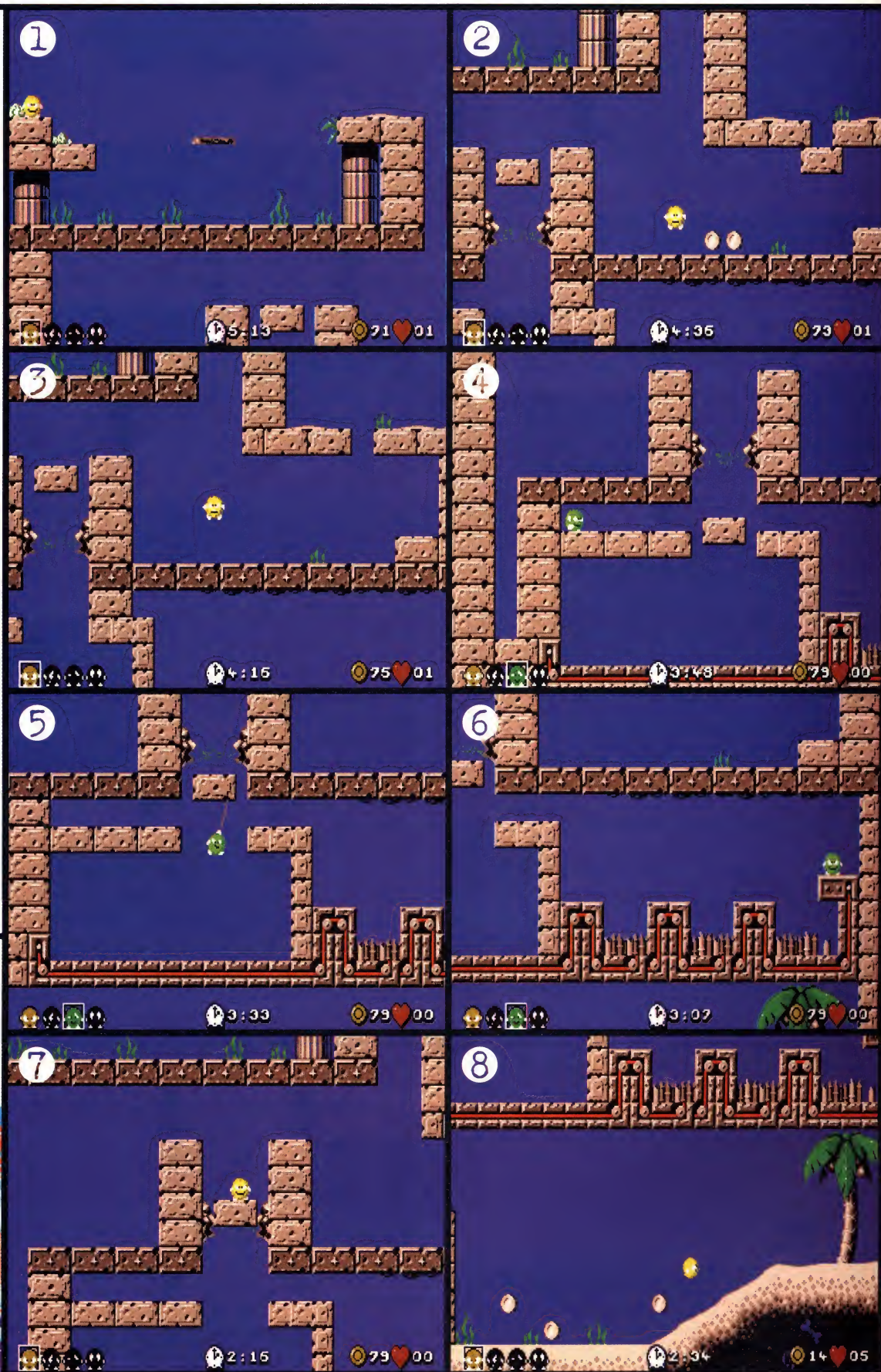
A green tiny wakes up the morning after the night before.



YOU'RE PULLING MY MECHANISM

To give you an idea of what sort of problems the game poses you, here's a sample from a level of the second world: **The Beach.**

- 1** You begin this level with only the yellow tiny, and since he can't swim very well, he's going to have to jump that pool.
- 2** Now he's in it – he can just about swim to the edge and collect the bonuses, but what to do then?
- 3** The answer is to destroy that block with fireballs in order to let the water flow into the lower pool. The tiny is then able to float up to the level of the ledge.
- 4** Falling through the green beam has activated the green tiny, and we can use him to open a mechanism which floods an even lower pool.
- 5** Now the green tiny can attach himself to the bottom of the lift and swing into a previously inaccessible chamber on the right.
- 6** Here he swings across the spikes and activates a second mechanism which opens up a route to the lower level.
- 7** The yellow tiny is now free to ride the lift back up and reach the access to the lower level.
- 8** Finally, he can take a dive into the recently filled pool, and make his way to the exit.



France does *Populous*? Sounds dubious, thought **Paul Presley**. His cynical ways were soon to be overcome though.



T'S QUITE amazing to me that a game well over four years old is still being imitated today. But then perhaps I'm being naïve. This sort of thing has been going on since the first caveman said 'How did you do that thing with the two sticks again?' Chess is thousands of years old and still being copied (and the inventor doesn't get any royalties either you know. It's an outrage.) Look what the piano did to the Harpsichord, look what the Americans did to rugby, look what the BBC did with *You've Been Framed*. Within the world of computer entertainment how many games can you think of that have been influenced by *Lemmings*.

However, although the tradition of borrowing ideas from other games and incorporating them into your own product is a long and noble one, for a game to resemble *Populous* not just in style but in look, layout, controls and theme is still quite stunning. I know how this plucky French company feels though. I use jokes from obscure American comedians and pass them off as my own all the time (*Don't think we haven't noticed. Ed.*) so I'm certainly not going to damn them for their plundering. In fact I'm not going to damn them at all. I'm actually going to praise them.

But, but, but... why?

Because Microids has somehow managed to take a game that I was never particularly fond of to begin with (yup, I never got into *Poppy* like the rest of western civilisation did) and turn it into a game that I have barely stopped playing since the day I put my hand into the lucky reviews bag and pulled it out, covered in confetti and wishing it was still *Alone In The Dark With The Robo Babes*. I don't care if it looks like *Populous*. I don't care if it plays like *Populous*. I don't care if it feels like *Populous*. All I know is that I've been engrossed with a God sim for the first time in my computing career and that, when you get to the nitty gritty, is what counts. ☺



GENESIA

'The most inspired and original aspect is its inventions section.'

(Left) The overall land of Genesis. Somewhere seven jewels lie sleeping.



LE MILTON KEYNES

A Balloon Used to fly over enemy territory and drop bombs.

B Boat Used to explore the island territories and to attack enemy areas from the sea.

C Cannon Cannons are powerful enough to destroy targets with a single shot. They can be used on land or on a boat.

D Wagon Wagons are simply goods carriers. They are used to supply shops and warehouses.

E Armies By recruiting settlers into the army you can colonise neighbouring territories, attack enemy units and buildings or guard your own property. Inventions increase the effectiveness of your troops.

1 Barracks The barracks are used as a combined tax office and army recruitment centre. The higher you set the tax level, the more men you'll be able to afford in your army. Unfortunately, with high taxes, the volunteers won't be beating down the door to get in.

2 Drill Building requires materials and the only way to obtain sufficient amounts of stone and metal is to drill for them. Don't place a drill too close to a settlement or else you'll piss the locals off.

3 Temple Temples are the only places in which the sacred jewels can be kept (you have to find and obtain all seven to win the game). You are also able to make an offering to your preferred deity, serving to boost morale.

4 Workshop Inventors and blacksmiths are crucial to your survival and it's the workshop that provides them with a workplace. The inventors come up with plans for weapons, vehicles and other such items; the blacksmiths then build them.

5 Tavern Everyone knows that the way to an adventurer's heart is through his ale glass. Taverns attract wandering heroes who will offer information on the location of the jewels – but only for the right price.

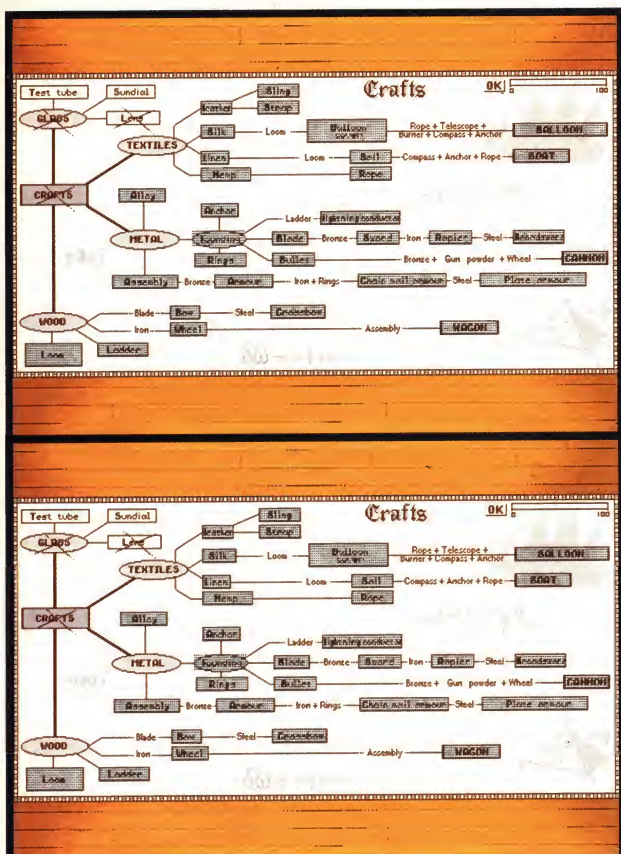
6 Shop Shops provide you with two things: a source of income and a way to get rid of any surplus goods from your warehouses. You can also sell goods to other players if you wish.

7 Warehouse Without a warehouse you won't be able to keep any raw materials for longer than one season. Without materials you can't build anything.

8 House Each of your inhabitants needs a place to live or else they'll leave, revolt or die. As your inventions progress and you invent new materials, your architects will develop bigger and better housing, allowing for marriages and births.

9 Well Everyone needs water; wells provide it.





EUREKA!

(You smell a bit yourself – boom, boom)

I love the inventions section of *Genesis*, truly the game's most inspired and original aspect. Remember how *Civilisation* would have your people invent new technologies now and then? *Genesis* allows you to evolve your people in your own way by providing you with the inventions flowcharts (pictured left/right/above/below).

You start by choosing either Sciences or Crafts and then progress along a branch towards your ultimate goal. Some inventions require others to be created first (e.g. for the boat you need to invent the compass, the anchor and the rope first). This way your technology develops in a very realistic manner while remaining very individual to each player



Forget the cannon. Invent the damned umbrella.

It isn't perfect of course. Mainly it falls down on the controls, in that 'smoothness' and 'polished' aren't two words that spring immediately to mind when you use them. The biggest bugbear is the scrolling. Having to move the mouse to the edge of the screen in order to see the game area whizz straight past the point you wanted isn't exactly my idea of control heaven. I'd much rather push a button. Add to that sluggish response times and slow disk accessing and you've got a recipe that could do with half a teaspoonful of Mr Sheen somewhere in the ingredients list.

The graphics, too, could really do with some improving. The *Populous* look was all very well in the late '80s, but we've entered the retrospective age of the '90s now. Fashions have changed and we now favour larger characters and bigger, more defined buildings. Or at least I do. It would also be useful to be able to rotate the main game area, as quite often the things you might want to see are obscured by things you don't. You can't – if you want to be unamusing about it – see your woodsmen for the trees.

Turning to you sir

Cosmetic denunciations to a man though. *Genesis* is full of those 'nice touches' that make a reviewer's life worth hanging on to. The search for the jewels, the invention lists, the assignment of different jobs, the fact that your people can revolt if you don't take good care of them. Perhaps most of all, though, is the fact that it's all semi turn-based. One of the main problems I have with *Populous* was that being real-time I can never get my world to develop as quickly as my opponent, simply because I can't manipulate all the buttons quickly enough. In *Genesis* I am able to develop in an equal time to everyone else while still retaining all the strategic elements necessary in a game of this type. Magic.

Doing a runner

So there you go. I like it and yah boo sucks to everyone else. I fear I'll be in a minority, though. People in this country are always far too proud of our own achievements and I can't help seeing *Genesis* becoming swamped in a torrent of pro-Bullfrog comments.

Just remember where you read the review that went a bit deeper than surface beauty. Honestly, I'm too good to you lot...

IN PERSPECTIVE

It takes some elements from *Populous* (not just its look) and marries them to characteristics of *Civilisation*, *Dune 2* and just about any other 'God' sim going, resulting in highly satisfying entertainment.

Civilisation

Dune II

Genesis

Populous 2

PC ZONE score

A little bit of *Populous*, a little bit of *Civilisation*. Put 'em all together...

83

Price: £34.99 Out: Now
Published: Mindscape
Telephone: 0444 246333

PC ZONE specs

Minimum Memory: 640K

Minimum Processor: 386

Minimum Speed: 16MHz

Installation: Essential

Minimum Hard Disk: 2.1Mb

Minimum Graphics: VGA

Sound Cards: Sound Blaster, Sound Blaster Pro and compatibles

Controls: Mouse



(Top) Of course, you can make statistics say anything these days.
(Above) It's only a bit of snow. Get back to work you wimps.



BENEATH A STEEL SKY

FEATURING...

REVOLUTION'S INNOVATIVE VIRTUAL THEATRE SYSTEM AND STUNNING ARTWORK FROM AWARD-WINNING COMIC-BOOK ARTIST DAVE GIBBONS, BENEATH A STEEL SKY IS A GRIPPING SCIENCE FICTION THRILLER SET IN A BLEAK VISION OF THE FUTURE.

ROBERT FOSTER IS AN INNOCENT OUTSIDER STRANDED IN A VAST CITY WHERE OPPRESSED CIVILIANS LIVE AND WORK IN SOARING TOWER BLOCKS... WHILE THE CORRUPT, COVETOUS AND RICH LIE UNDERGROUND, SHIELDED FROM ALL POLLUTION.

ALONE, SAVE FOR A ROBOT CIRCUIT BOARD, FOSTER MUST FIGHT FOR SURVIVAL... AND DISCOVER THE SINISTER TRUTH BEHIND HIS ABDUCTION!

Virgin



PC GAMER 91%

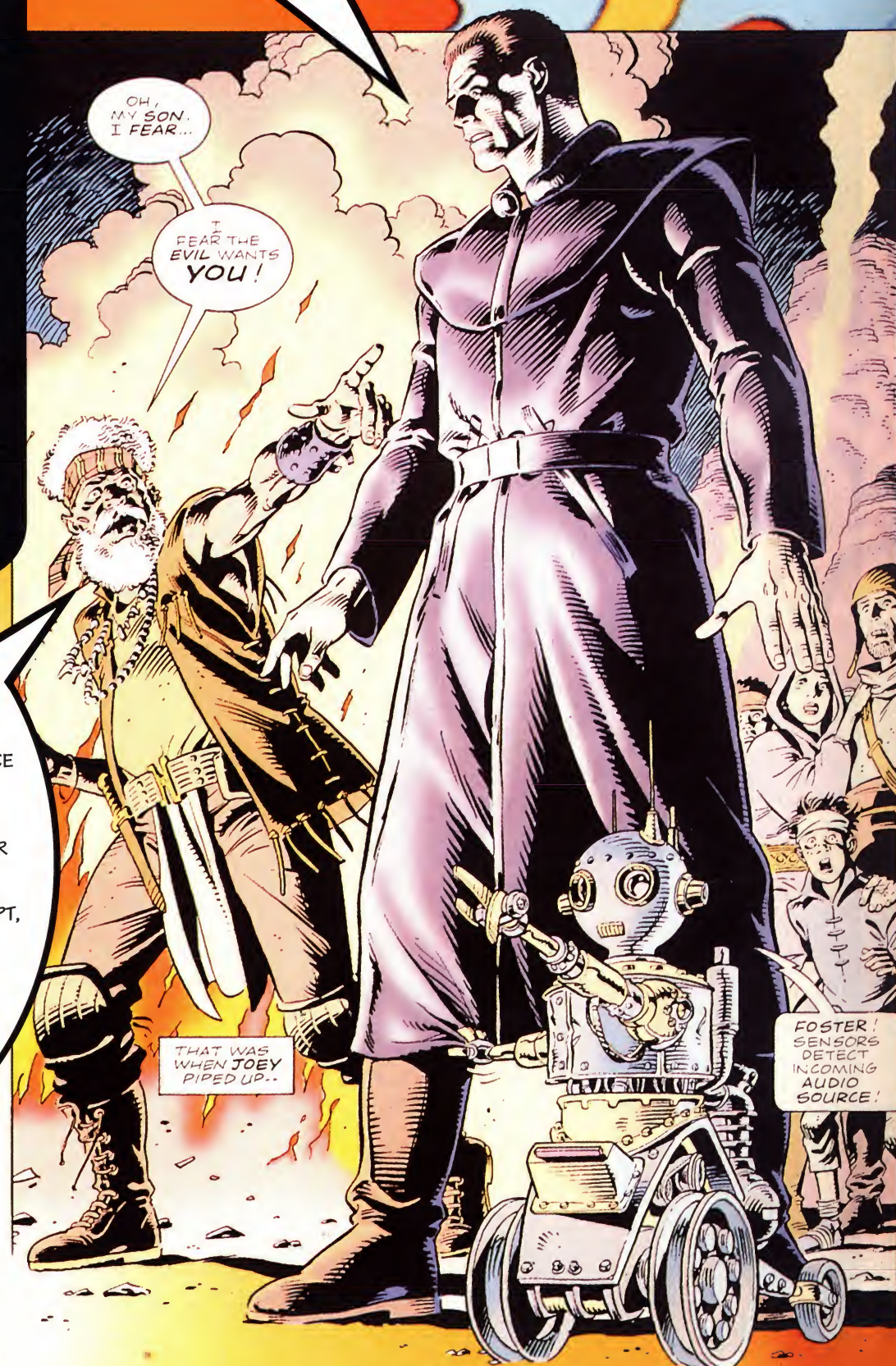
"A must buy for all serious adventure fans."

PC PLAYER 4/5

"I recommend this game to all adventurers..."

"...it's a great game plain and simple."

PC REVIEW 8/10





Wharf



(Above) Zanthia's impressive, if a little fishy, transport.
(Left) Sun, sand and statues.
Below: Things begin to hot up for our heroine.



Jungle



Street

Hand Of Fate

Sam And Max throws down the gauntlet to give a truly hands on review of the second *Legend Of Kyrandia*.



SOMETHING'S ROTTEN in the state of Kyrandia. Which is not to say that everything's going green and starting to smell of old socks but simply that everything's going.

Trees, rocks... you name it, someone's nicking it. It's as if someone's trying to run a motorway through the place.

Faced with such a serious threat to their infrastructure, the mystics of Kyrandia decide someone must retrieve the magical anchor stone from the centre of the world. They decide to send Zanthia the youngest and most inexperienced

mystic. I think the phrase is positive discrimination.

The main part of *Hand Of Fate* concerns Zanthia's attempts to get to the Anchor stone, a journey hampered by the fact that she's been burgled and most of her magic gear (Heh Zanth! Magic gear!) has been half-inched. This is further evidence of the ineffectiveness of the Kyrandia Neighbourhood Watch. Mind you, once you've encountered a few of the lands inhabitants you'll realise that they are not the stuff of which vigilantes are made. In fact being the foundations for a new by-pass might be the best thing for them to be honest.

Unfortunately, no one has stolen Zanthia's friend (or Familiar as we old Witch Hunters used to call them) Faun, who's life would be far more rewarding if someone turned him into a pair of leather gloves. Throughout the game he's on hand to hurry Zanthia along and perform endearing childlike japes. Laugh? I nearly dropped my Melted Moment.

On the move

Zanthia (Or Zanth as her friends call her) starts off wandering around her home land retrieving what she can of her own possessions and trying to get a boat onto her next destination. The game in fact divides up into six different locations each of which is virtually a self contained adventure in its own right. The aim always being to get onto the next location.

The independence of each section is emphasised by the, for me slightly irritating, way in which you lose all your possessions in transit between locations. This is always justified in the plot (Zanthia seems to do an awful lot of falling in this game) but slightly reduces the sense of continuity in the game. It's rather like a West End Farce, every now and then it's a case of 'Whoops there go all my things. And here comes the butler with a large marrow.' Well I made the last bit up but you get the idea. At least I hope you do because I'm not going through it all again.

All is not lost since some items will be lying around, it's simply a matter of trying to find them. Again I found this a mite frustrating. Each level (for want of a better word) starts with you losing all your stuff and then charging round trying to find it again. It's all a bit repetitive and it's all a bit repetitive. (Ho ho ho). Miraculously, your glass

flasks, vital to the game, seems capable of surviving any fall. That's magic for you.

Game for a laugh

However it seems unfair that my first comment on the game should be a negative one. *Hand Of Fate* is a very good example of the point and click adventure. Unlike the systems favoured by Sierra and LucasArts, the icon with which you click can't be scrolled through (eye for Look, hand for Action etc.); it's simply an arrow. Clicking on an object enacts the relevant



process.

I thought

this made things a tad simple

but others preferred it to the rival systems.

You pays your money, you takes your choice.

The puzzles themselves are a well balanced blend of everything from the blindingly simple to the six cigarettes and four black coffees degree of difficulty. The difficulty level also develops

The Colour Of Magic

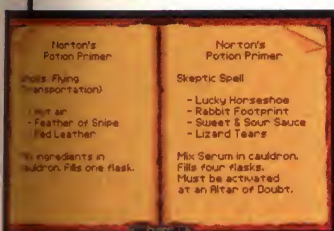
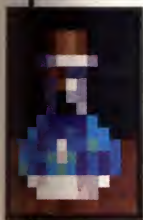
One of the key elements of *Hand Of Fate* is magic. Once she has retrieved her cauldron and a few pages of her spell book Zanthia is able to mix potions and store them in glass containers.

Certain puzzles can only be solved by use of the correct potion. Of course the trick is to recognise problems that can be solved by magic and then which particular

magic potion you need. However you can't choose a potion until you've got to find the right page of the spell book and you can't mix it until you've got all the necessary ingredients.

Potions are mixed in the magic cauldron which is on the tool bar. Simply lob in the necessary ingredients and hey presto, the magic potion is

yours. Each potion is a different colour. This is important - he hinted heavily.



IN PERSPECTIVE



Although an extremely good adventure *Hand Of Fate* is not quite up there with the masterpieces.

Sam And Max

Hand Of Fate

Legend Of Kyrandia



(Below) Zanthia wonders if ordering the G & T was entirely appropriate.



Dramatis Personae



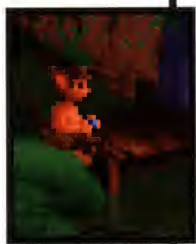
Zanthia: The feisty heroine of the adventure. Don't, however get the idea she's a new politically correct games character. She might have an acid tongue but she also changes her outfit at every opportunity and at one stage loses all her clothes. Not the sort of thing that would happen to Indy now is it.

Faun: A character of overwhelming pointlessness, his sole purpose seems to be to ring up Zanthia on her mobile and complain about how fast things are disappearing. Never once does he offer to do anything to help. An archetypal back seat driver.



Marko: A hopeless individual who's clearly got the hots for Zanthia but surely doesn't have a hope unless he gets shot of the moustache. He tries to help out but is rather a case of 'With friends like this who needs enemies?'

Hand: Starts the game as Marko's pet/chum, a situation would give rise to no end of suggestive articles in the *News Of The World*. However there's more to this Hand than meets the eye. More than that I will not say.



reasonably well (he said, manfully struggling to avoid the phrase 'learning curve') although right at the end of the game the puzzles suddenly get extraordinarily easy and the final problem is hardly a puzzle at all.

Vision on

Where *Hand Of Fate* is almost flawless is in its graphics which are excellent. The backgrounds in particular are imaginative and beautifully drawn and range from broody swamp lands to cities in the clouds. The fish-drawn ship is a work of wonder both in idea and execution. Even the inventory is well set out, being a kind of rotating spice rack on which you can place your items.

There are also an impressive array of characters to run into including sentimental dinosaurs, malevolent cannibals and living scarecrows. Some of the characters and scenes seem to be deliberate references to other games. The pirates who Zannie runs into are a definite affectionate joke on *Monkey Island*. These are the more effective moments of humour in the game. At other times I would say the humour is one of *Hand Of Fate's* weaknesses. It tries too hard to be funny, lays it on with a trowel and falls flat on its face. (It mixes its metaphors quite often too.) There are genuinely funny moments but they're few and far between. It might just be a cultural difference, American humour and all that but much of it just seems childish and heavy handed. Compare this with *Sam And Max* which was so funny I laughed out loud.

The balance of the game is a bit odd in this way. One moment childish humour, the next moment Zan being boiled alive or eaten by a dinosaur. Oh well, variety is the spice of life.

Picture box

If anything, this review proves that it's easier to write negative copy as opposed to positive. Despite all the criticisms I come here to praise *Hand Of Fate* not to bury it. It's a great game and a great improvement on its predecessor *Legend Of Kyrandia*. With excellent graphics and an imaginative storyline it's one of the best adventures I've seen recently with a good balance of puzzles and variety of locations. It's not the game's fault that I'm a humourless old grouch. **Z**

PC ZONE

score

You've got to hand it to Westwood, this is a bit of a stunna. (Sorry)

82

Price: £39.99 Out: Now
Published: Virgin/Westwood
Telephone: 081 960 2255

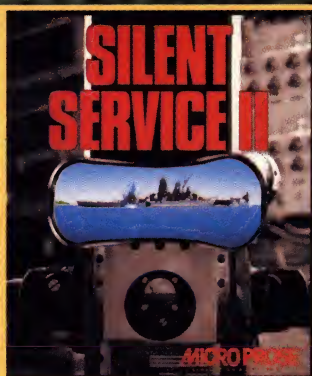
PC ZONE

specs

Minimum Memory: 565K
Minimum Processor: 286
Minimum Speed: 20MHz
Installation: Essential
Minimum Hard Disk: 9Mb
Minimum Graphics: VGA
Soundcards: Sound Baster, Sound Blaster Pro, Ad-Lib, Ad-Lib Gold, Roland MT32/LAPC1 and compatibles
Controls: Keyboard, Mouse
Comments: Minimum memory 555K without digitised sound



SILENT SERVICE II: Silent Service II is the sequel of Silent Service, the great sub-battle simulation. This new version benefits from great technological improvements and many new missions.



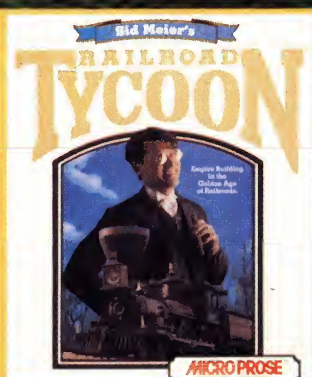
**Battles &
Strategy...**



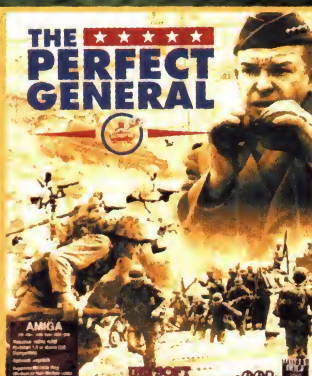
RED BARON: 1914, World War One breaks out in the sky; thanks to Red Baron you now have the chance to become one of the aces of all times.



RAILROAD TYCOON: In the 19th century Industrial Revolution begins in Europe and America; thanks to Railroad Tycoon you will be able to take part in this epic running a railway company.



THE PERFECT GENERAL: The Perfect General includes a highly refined yet intuitive playing system; in this wargame you will be able to challenge either your computer or another player through various battles.



THE LORDS OF POWER

**...4 hits for
glory.**

*Available on PC 3.5
and AMIGA*

AMIGA is a trademark of Commodore-Amiga, Inc. IBM is a registered trademark of International Business Machines. PERFECT GENERAL: © 1991 White Wolf productions Inc. © 1991 QQP, Inc. All rights reserved. RAILROAD TYCOON: © 1990 Microprose Software, Inc. RED BARON is a trademark of DYNAMIX, Inc. DYNAMIX is a registered trademark of DYNAMIX Inc. © 1991. All rights reserved. SILENT SERVICE 2: © 1990 MICROPROSE SOFTWARE.

UBI SOFT Ltd.
Finchley House,
707 High Road, North Finchley
London N12 0BT

081 343 9055



katrina



yuri



nikolai

Chris Anderson cuts a rather shadowy figure even on the brightest of days. We gave him a small pocket torch and a copy of *Shadow Of Darkness* to brighten his way.

Shadows Of



THE QUEST FOR GLORY saga continues with this, the fourth episode in the series, and nothing much has changed.

The same combination of adventure and RPG elements are used, and while it's a nice idea in theory, in practice it's a little ambitious for a game as big as *Shadows Of Darkness*. Before the game begins, you decide whether your character will be a fighter, a

magic user or a thief. The character type you select will determine how you approach and solve the puzzles you come across throughout the game. For example, a magician will cast an open spell to unlock a particularly troublesome door. In the same situation, a thief will use a lock pick to get round the problem, and a fighter will take the subtle approach and just bash the hell out of the door until it opens. Apart from that, the only real similarity to conventional RPG's is in the use of magic. Unless you decide to become a magic user, which gives you the ability to cast spells and mumble strange words to yourself, you may as well be playing a standard adventure game with a few combat sequences thrown in to spice it up.

Let me tell you a story

The strengths or weaknesses of the RPG elements are not of major importance to the game as a whole. *Shadows Of Darkness* is an adventure game first and foremost and, as such, lives or dies by its plot.

Plot is everything. An adventure game without a convincing story is like a flight sim without an aeroplane. Sierra, of course, is no newcomer to the art of storytelling, and it certainly shows. All the characters you meet have something to say that contributes to the main story. In most cases, they also have their own problems and waste no time in asking for your help. Consequently, most of your time in the game is taken up with sub-quests that you have to complete before going on to the next stage of the main plot.

The upshot of this is you never really have time to get bored. It's not uncommon to have several mini-puzzles floating around in your

head, while at the same time trying to figure out how they fit into the great scheme of things.

A cast of thousands

The magical land of Mordavia provides the setting for your adventure. Yea, for once it was a happy land, where all the inhabitants joshed each other playfully and went about their business without a care in the world. Then a shadow fell across the land and, hiding somewhere in this shadow, was evil rotter The Dark One. Long did the brave warriors of Mordavia battle against the forces of darkness. Stop did they not 'till the cad was banished from the land. Believe could they not the nerve of this foul villain to show up without invitation and disrupt their fair domain. To this day, the townsfolk live in fear of the evil one's minions who stalk the land still. Now there cometh to Mordavia a dashing hero to right wrongs and ensure the big bully returneth not.

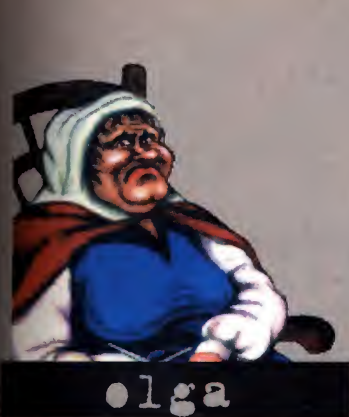
People are strange

And so begins your quest. The land of Mordavia is in a bad way. The undead are lurking about at night, tales of werewolves and vampires are rife amongst the villagers, and evil ones are ready to return at the drop of a hat. So, you would think that when the townsfolk discover there's a hero in town, they would welcome him with open arms and smother him in girlie kisses. Not a bit of it. Everyone you speak to eyes you with suspicion and makes it perfectly clear you are not welcome. The only way you can get them to co-operate and 'assist you with your enquiries' is to win them over by performing acts of an unmistakably heroic nature and solving each of the problems they present you with in turn. Once

(Below) Visit Dr Cranium's lab, where every door's a puzzle.

(Bottom) Build your muscles up in the adventurer's guild and impress the girls. (Opposite) Honestly, the people you meet hanging around swamps these days.





olga



jester



igor

Darkness



Once you've gained their trust and got them talking freely, you learn all about the land and its inhabitants and the strange buildings in the town and up on the hill.

Rasputin's barmy brother

The monastery in the village is only spoken of in guarded whispers and is generally regarded as being not a very nice place. It was founded by the notorious Mad Monk, Amon Tillado, who promptly invited all his mad monk friends there to worship unmentionable things and perform unsanitary rites. The mark of the Dark One is all over the monastery and many vital clues to uncovering his seedy secrets can be found here.

The castle on the hill is another place not to take your parents to for a day trip. It is renowned for being a fave haunt of vampires, werewolves and other dodgy types. It is also heavily guarded and visits are strictly on an invitation only basis.

Much of the game is spent trying to get into the damn place and when you do, you discover a maze of rooms and corridors, many locked by puzzles you have to solve before you can progress.

Sierra wise up shock

I have never been particularly enamoured with Sierra adventure games. Most of the ones I have played forced me to revert to trial and error

investigation to find the solutions to illogical puzzles. In this respect, *Shadows Of Darkness* is a vast improvement. The clues to the puzzles can be found by conversing with the villagers and investigating the buildings in the town. Even when you're stuck in one place, there's always something else to be getting on with while you think about it. The only weak links are the rather throwaway combat scenes which provide a welcome diversion to start with, but just get in the way the deeper you get into the plot. That aside, *Shadows Of Darkness* is a well written, engrossing adventure and should keep most people guessing for a week or two. **Z**



PC ZONE score

A compelling storyline makes up for the dull battle scenes.

80

Price: £39.99 Out: Now
Published: Sierra
Telephone: 0734 303322

PC ZONE specs

Minimum Memory: 4Mb

Minimum Processor: 386

Minimum Speed: 16MHz

Installation: Essential

Minimum Hard Disk: 15Mb

Minimum Graphics: VGA

Soundcards: Sound Blaster, Ad-Lib, MT-32, Microsoft Sound System, General Midi

Controls: Mouse

Comments: Both DOS and Windows versions are included in the same package but the Windows version runs a quite slowly, even with 8Mb of RAM and a large swap file.



Heaving a sigh at having to play yet another game with 'Cyber' in the title, **Chris Anderson** discovers that life on the racetrack of the future is alarmingly similar to a Mills and Boon novel.

Cyber Race

HOW ABOUT THIS for a realistic and exciting storyline? In the distant future a massive scrap between rival planets tears the galaxy apart. Planet surfaces are scorched, millions are dead and the five most powerful empires have got extremely bad vibes about each other. So what do they do about this unfortunate state of affairs? Do they kiss and make up and promise to be friends for ever? Nah, that would be sissy. Instead, they decide to

have a competition in which they each choose a representative to fly about in a racing sled, having a pop at all the other competitors.

You take the role of Clay Shaw. Clay's father has been shot down in

cold blood by Mugyor, the Kaladasian representative and Clay has made a promise not to race for the Terrans. In steps Dobbs, one of the head bobs of the Terran empire, who promptly kidnaps Clay's girlfriend Alyssia and tells Clay that, unless he races for the Terrans, he'll never see her again. 'I love you, Alyssia. I'll get you back,' Clay whimpers melodramatically before resigning himself to racing for the Terrans. You will understand why I was not exactly excited at the prospect of having wimpy Clay as my alter ego.

More corn than Kansas

Before each race you are treated to more segments of the corny plot, which changes depending on how well you do. Win often and the cinematic sequences will tell you what a cool dude you are. Conversely, cock up in the races and you will be told you are an utter waste of space and Alyssia gets a hard time.

You can tap the resources of the black market before the races, to buy hardware or information, hire saboteurs or bet on the outcome of the race. The final stage before the action starts is choosing your equipment. The more cash you've got, the better your chances of loading your sled up with heavy duty gear. You can get more cash by betting on yourself and winning, or taking Dobbs up on his various incentives, like destroying rival sleds for cash bonuses.

After all the build-up of the soap opera style cinematic sequences, the race itself is a bit of an anti-climax. Flying about in seductive vector landscapes with suitably melodramatic sound effects is all very well, but the flight controls for your sled are simplistic, to say the least. All you have to do is turn left or right and accelerate and decelerate as the situation demands.

The racing part of the game is tedious and unbearably slow with the detail level set to maximum, even on a 486DX 33. *Cyber Race* looks good but it's a disappointment and I can't see anyone playing it beyond the first few races. **Z**

PC ZONE score

Mildly entertaining for a quick blast, but that's about it.

64

Price: £44.99 Out: Now
Published: Cyberdreams
Telephone: 071 328 3267

PC ZONE specs

Minimum Memory: 4Mb
Minimum Processor: 386
Minimum Speed: 20MHz
Installation: Essential
Minimum Hard Disk: 21Mb
Minimum Graphics: VGA
Soundcards: Sound Blaster, Ad-Lib
Controls: Joystick, Thrustmaster, Keyboard




(Top left) Take out your rivals for extra bonus points. (Above) Choose your weapons carefully or get fried in the first lap. Hey! Hands off my girl, you big bully.

'Cyber Race looks good but other than that it's a disappointment.'

FABLES & FIENDS

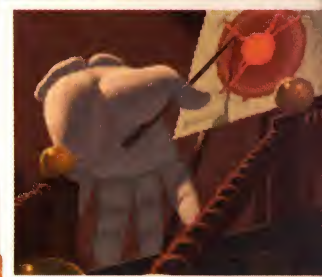
HAND OF FATE

 Now you see it. Now you don't.
The land of Kyrandia is disappearing piece by piece and all the evidence points toward one perilous conclusion:
A Curse!

Thus begins **The Hand of Fate**, second in the Fables and Fiends series, where you are the off beat, young mystic who must voyage to the centre of the world to break the spell. Out of sync and out on foot, your aberrant journey reveals nothing is what it seems. Everything is what it isn't. And you can count your friends on one hand. Literally".

P.C Review. 8 out of 10.
"The prettiest game of the year".

P.C Zone. "Recommended".
"Excellent graphics and an imaginative storyline".
"A great game".



Hand of Fate and Kyrandia are trademarks of Westwood Studios, Inc © 1994 Westwood Studios, Inc © 1994 Virgin Interactive Entertainment (Europe) Ltd. All rights reserved.
Packaging design by Funhouse.

Virgin Interactive Entertainment (Europe) Ltd.
338A Ladbroke Grove,
London W10 5AH
Tel: 081 960 2255 Fax: 081 960 9900

Virgin

Westwood
STUDIOS

Companions of Xanth

The text adventure has now, officially, popped its clogs. Legend has dumped text for a new style 'graphicky, adventurey, mousey' thing based around Piers Anthony's *Xanth* series. David McCandless delves into yet one more 'humorous' adventure game.

PIERS ANTHONY IS, if you like, the American version of our beloved Terry Pratchett. On the surface, this means that while Terry has brussel sprouts on toast (with gravy) for breakfast, Piers is gobbling up waffles and maple syrup (with jelly). However, in literary terms, a larger gulf appears. Tezza's books are funny; Piers' are not. Terry spoofs and parodies his way through hugely amusing Tolkien troll fests. Very amusing. Very amusing. Piers, on the other hand, has built up an independent 'comedy world' in which clever parody gives way to hideous word-play, and excellent plot and characters bow to the pressure of awful personalities and happenings based around puns. Very Ha-musing (and stuff like that). Piers' land is called Xanth and it's a peninsula off the US mainland just like Florida (in fact it is Florida, but a kind of shadowy, alternate, magic Florida).

In this Xanth place, there are your humans, centaurs and golems (goodies) and your demons, dragons and zombies (baddies). The humans are born with a special magic talent which can be either incredibly powerful or unbelievably useless.

One chap, for instance, may be able to blow things up just by pointing at them, while another may just be able to conjure lettuces out of nowhere with a flick of his wrist. These special powers allow the humans to survive in their rather unsavoury and sometimes dangerous environs.

Xanth

Flora-wise, there's Cottage Cheese (soft material which can be hollowed out to make a nice house), Blind Dates (cause temporary blindness when eaten), Eye Scream Bushes (look like eyes, shriek when picked, taste good), and the Stinging Barbara Bush (the description of which I didn't get). Wandering around the said flora, is a wide range of esoteric fauna. Bar the usual pot pourri of elves, fairies, goblins and harpies, there are Chocolate Mousses (hard to catch, but yummy to eat), the Com-Pewter (a jug-like device which can revise reality at its discretion), and Golden Fleas (rare creatures subject to a misguided quest by Jason and the Argonauts).

Xanth is split into five main realms - Air, Earth, Fire, Water and The Void - and has been brought into existence by the highly magical demon X(A/N)TH. This demon, for purposes of the game, has made a wager with our demon, Satan, or E(A/R)TH as he's known to Xanthians. The two devils have bet

that one of two mundanes (a) cannot survive the perils of Xanth and (b) achieve The Prize. Accompanied by two Companions of Xanth, the two peeps, Dug and Kim, must travel through the five realms, interacting with the inhabitants, skipping lightly over the dangers, and solving as many puzzles as possible. You're Dug.

Dug

The first major puzzle is to work out how old Dug is supposed to be. The first location finds you in Dug's apartment, sitting in front of a computer, a large storm raging outside. The manual has left you clueless as to who, what, why, where etc. etc. Dug owns his own flat, but has a girlfriend called Pia, who has just been grounded by her parents for staying out late. Dug is obviously at working age or he could not rent, so he must be over 18. But then his friend Edsel rings and bets him that he'll get addicted to this new computer game (Companions Of Xanth, play-within-a-play fans).



Take
Put
Look at
Open
Close
Talk to
Look



You're standing on the deck of the censor-ship. Nada brushes against you.



(Left) Yet another prime example of Xanthian humour failure. (Above) Isn't that one of the B.G.s?

IN PERSPECTIVE

Companions Of Xanth isn't a bad game, being on a par with the equally slightly-off-the-mark humoured *Day Of The Tentacle*. However, it still doesn't really match up to *Monkey Island II* or the unbeatably funny *Sam And Max*.

Sam And Max

Hand Of Fate

Companions Of Xanth

Day Of The Tentacle

Monkey Island II

Simon the Sorcerer

Text adventure style parser

What now?

Quit... forever

Yes, it is official. Text adventures are no more. Over the last few years, Legend has been the sole torch-bearers of the old style, golden age adventures. While every software company and his barber has been dropping the text and upping the graphics, Legend had stuck to its cheeky parsers, its endless 'YOU CAN'T DO THAT' replies, and its reliable old compass. They brought us 'back to the basics' of adventuring. Classics such as GateWay and er, er, the *Spellcasting* series, *Eric The Unready*, and er, ah, *Chrono Quest* made us old gamers dab our dewy eyes with delight and spurn the new fangled 'point and click adventures'. But no more. In updating its engine (i.e. dropping the text) Legend has wrapped an era of gamesplaying in a bin liner and thrown it in the river.

The new Legend system bows in favour of the seminal SCUMM style system. A graphic window gives you a first person perspective of your location, while a short list of Take, Push, and Talk To style verbs form a column on the left. The inventory is represented graphically along the bottom of the screen, alongside the disk, map and undo functions. The mouse clicking is intuitive. Click on an object and a bunch of appropriate verbs appear (select the paper bag, for instance, and you 'get,' crumple,' 'flatten' or 'throw'). Choose a verb and waft the mouse around the screen to make a range of sentences appear. Opt for the best one and you're there.

Okay, but Edsel offers his motorbike if he loses the bet (so Ed must be pushing 21), but if Dug gets addicted to this game, he must let Ed go on a date with Pia. Oh dear. So, mentally, Dug and Ed must be around 12, physically about 21. But, if this is his age, why is Dug 'dating' (c) someone who is young enough to be grounded. Could Dug be having under-age sex with a minor? Moral outrage. Indignation. And why, when you/Dug plop the disk into the computer and a happy golem called Grundy appears and talks to you, inviting you to Xanth do you say 'yes'?

Xanadu

Unfortunately, due to the fact that you don't believe in magic, you enter Xanth as a floating computer screen. Once you've chosen your companion, Nada Naga (d), in this case, you're led



In the event of smelling a sweet smell, it would seem the most natural thing in the world to put on your 3D specs. But oh no, you have to go and open a jar of mustard.

Take
Put
Look at
Open
Close
Talk to
Look



You're on a path that winds through gently rolling hills. Nada walks at your side.

Take Nada on a lovely sunday afternoon stroll in the south downs. You can give her a quick rendition of Jerusalem, too, if you like.


through a brief series of computer screen jokes ('Screens can't drink water Dug'), and badly-digitised cut-scenes in which Sam, your mundane rival, competently surges ahead of you in the race, leaving you with piles of puzzlement to solve. Nada's there to be chatted to and to occasionally offer aid in moments of inspiration loss.

Now we are here...

The whole of *Companions Of Xanth* has a nice rounded but conventional feel to it. There are no real surprises. You've seen clicky-mouse interfaces like this a million times before. The puzzles are of the usual manipulate-certain-object-in-certain-place variety, evolving into little sub-quests and try-and-find-the-right-approach conversational conundrums. The location graphics are pleasingly average, the whole style edging more towards *Monkey Island* than *Sam And Max*. The occasional animated bits are very poor, with badly realised 'actors' and no sampled speech. The only thing which makes it stand out, for better or worse, is the humour (or 'humor' as this variety is spelt).

Neon lights will shine...

With every adventure and its action man doing the funny thing these days (*Monkey Island*, *Day Of The Tentacle*, *Hand Of Fate*), Legend has obviously plumped for a firm foundation in the popularity and wit of Mr Piers Anthony. You've probably got

the gist of this 'humor' from the previously described puns. There's a puzzle in the game where you endeavour to get past a demonic bucket by building a catapult. Once you've achieved this, you've gone... beyond the pail. Ho-ho-ho. This pretty much sums up what you're in for. Piers' books aren't normally associated with belly laughs or uncontrollable urination, and Piers has unfortunately undermined his possible rank of PisstakeMaster" (à la Pratchett) by writing some serious, proper fantasy novels as well (e). As a 'funny game', Xanth has its occasional smirks and one or two half-baked grins, but it won't splinter your ribs and leave your intestines lying in humorous steaming piles on the carpet. As an adventure game, though, it will give you a few hours of puzzling and lateral thinking. Not bad. 

PC ZONE score

**Awful puns.
Questionable humour.
Very Monkey Island-
esque. What more
could you want from
an adventure?**

73

Price: £39.99 Out: Now
Published: Accolade/Legend
Telephone: 081 877 0880

PC ZONE specs

Minimum Memory: 640K RAM
Minimum Processor: 286
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 8Mb
Minimum Graphics: VGA
Soundcards: Sound Blaster and compatibles, Ad-Lib, Roland MT32, RealSound
Controls: Mouse essential



PART 3

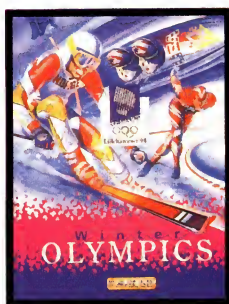
WIN! A WEEK'S SKIING HOLIDAY

IN THE FRENCH ALPS

Your final chance to enter our Winter Olympics '94 competition, in which US Gold and PC Zone are celebrating the release of the official game of the 1994 Winter Olympics by offering a reader and companion a week's all expenses paid skiing holiday in the French Alps.



You



Your somewhat
less talented
'companion'

WINTER OLYMPICS COUPON PART 3

Answers (write the letter):

1

2

3

Name:

Address:

Telephone:



AT LAST - the final part of our fabulous Winter Olympics '94 competition. US Gold and PC Zone have got together to celebrate the release of us Gold's official game of the 1994 Winter Olympics at Lillehammer by offering the chance for one lucky reader and a friend to win a week's skiing holiday in the French Alps.

The holiday must be taken in January 1995. It is for two people at the ski resort on Mont Genevre, just on the French side of the Alpine French/Italian border. Mont Genevre has an excellent record for snow, so conditions should be perfect. You will be flown from Heathrow to Turin where you will be transferred to your hotel. The hotel provides half-board accommodation with an en suite bathroom and is only 100 metres from the ski lift. We'll arrange a ski pass for each person, equipment and boot hire, free lessons and insurance.

Snowbound

To enter this competition, simply look at the three questions below then fill in the answers and your address on the form. This is the third part of the competition so you should have the coupons from parts one and two. Attach these to the coupon on this page and send it all to: The Ski's The Limit, PC Zone, 19 Bolsover Street, London, W1P 7HJ.

If you've missed parts one and two, you can either order back copies of Issues Ten and Eleven, or obtain free entry by applying to the address in the rules below.

The Questions

- 1 The five rings in the Olympic logo represent
 - a) Events in the pentathlon
 - b) The continents
 - c) The Olympian mountains
- 2 Mount Olympus is in
 - a) Nepal b) Greece
 - c) Milton Keynes
- 3 Where were the 1990 Winter Olympics held?
 - a) Indonesia b) France
 - c) Canada

RULES

1. Employees of Dennis Publishing or US Gold caught entering this competition will be told to piste off.
2. Incomplete entries, (i.e. those with one or more parts missing) will be given the cold shoulder.
3. The editor's decision is final and no correspondence will be entered into.
4. At least one of the two people taking the holiday must be aged 18 or above.
5. A free entry form for this competition can be obtained by sending a stamped S.A.E. to Winter Olympics Part One Free Entry, PC Zone, 19 Bolsover Street, London, W1P 7HJ.

Joysticks

Best-selling joysticks, incredible prices!

TecnoPlus Hawk Junior (analog, automatic centring, 2 fire buttons, high speed turbo fire, X-Y axis switches)	£10.99
TecnoPlus Hawk Plus (free floating mode, analog, 2 fire buttons high speed turbo fire, X-Y axis switches)	£12.99
TecnoPlus PC Game Pack	£29.99
TecnoPlus Smart Card (multi-speed up to 80MHz, PC XT, 286, 386, 486 compatible, twin ports, calibration software)	£19.99
TecnoPlus Eagle Control Pad (turbo fire selector, thumb control pad, 5 foot cable, 2 fire buttons)	£14.99
Gravis Analogue Pro (5 programmable fire buttons - it's a Gravis what more do you need to know!)	£29.99

Sound Cards

The perfect way to make
your PC really come alive!

TecnoPlus PC Sound 2 (SoundBlaster V2 card, TecnoPlus Hawk Plus speakers, powersound stereo speakers)	£119.99
TecnoPlus Powersound System (stereo speakers, shielded, battery or mains, extra bass booster, volume and bass controls)	£19.99
TecnoPlus Powersound System2 (stereo speakers, shielded, battery or mains, extra bass booster, volume and bass controls)	£19.99



SoundBlaster V2 Deluxe (Joystick port and MIDI interface, bundled software inc. Lemmings & Indy 500 games)	£46.00
SoundBlaster Pro Deluxe (full 16-bit stereo, Joystick port & MIDI interface, bundled software inc. Lemmings & Indy 500 games and multimedia encyclopedia)	£88.00

Gravis Ultrasound (CD quality sound, 32 audio voices, 3D surround sound, 16-bit stereo digital voices, includes bundled software)	£123.00
--	----------------

Orchid Sound Producer (soundblaster compatible, inc FREE speakers, bundled software)	£44.00
--	---------------

Orchid Sound Producer Pro (soundblaster compatible, includes FREE speakers and microphone, bundled software)	£84.00
--	---------------

Orchid Game Wave (soundblaster, AdLib and Roland compatible, roland MPU-401 MIDI interface, MPC Level 1 & 2, 4 years warranty, includes bundled software)	£125.00
---	----------------

Orchid Sound Wave (soundblaster, AdLib and Roland compatible, full 16-bit stereo, Roland MPU-401 MIDI interface, MPC Level 1 & 2, Microsoft Windows Sound System, 4 year warranty, includes bundled software and FREE speakers)	£169.00
--	----------------

Components

Upgrade your own PC & Save £££s!

486SX25 VL Bus Motherboard	£129.00
486DX33 256k VL Bus Motherboard	£299.00
486DX250 256k VL Bus Motherboard	£329.00
486DX50 256k VL Bus Motherboard	£399.00
486DX266 256k VL Bus Motherboard	£439.00
125Mb IDE Internal Hard Drive	£145.00
162Mb IDE Internal Hard Drive	£179.00
210Mb IDE Internal Hard Drive	£199.00
340Mb IDE Internal Hard Drive	£249.00
426Mb IDE Internal Hard Drive	£279.00
1MB x 3 70Ns SIMMs	£35.00
4MB SIMMs	£119.00
3.5" 1.44Mb Floppy Drive	£27.00
5.25" 1.2Mb Floppy Drive	£36.00
15" XGA NI Colour Display	£279.00
Panasonic TX-1713 17" Display	£650.00
17" XGA NI Colour Display	£529.00
14" Samsung Low Rad	£195.00



MEDIAMANIA

One-stop PC Multimedia Superstore!

Media Mania Entry Level Multimedia System

- 486SX-25MHz Local Bus
- 4Mb RAM
- 125Mb Hard Disk
- SoundBlaster Sound Card
- 125Mb Hard Disk
- Double Speed SONY CD-ROM Drive
- 1Mb Windows Accelerator
- DOS 6.2 & Windows 3.1
- Mouse
- FREE leisure software
- 12 Months Warranty

Low prices available on our whole range of PCs!

**Multimedia
486 PC
£999**



The Media Mania Entry level 486 Multimedia PC with 17" display option

Video Cards

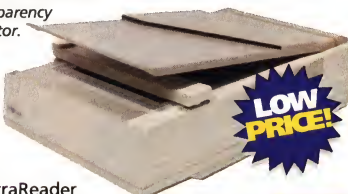
Save £££s on faster graphics!

1Mb Orchid Pro II	£99.00
1Mb Orchid Celsius VLB	£194.00
2Mb Orchid Celsius VLB	£259.00
1Mb Orchid Fahrenheit VA	£159.00
1Mb Orchid Fahrenheit VA VLB	£179.00
2Mb Orchid Fahrenheit VA VLB	£229.00
1Mb Genoa 8600 VLIO (2 hard drives, 2 floppy drives, 2 serial ports, 1 parallel port)	£128.00
1Mb Genoa 8500 VL	£108.00
1Mb Paradise 90C33	£139.00

Dextra

Dextra's award winning scanners
bring high quality colour to your PC at
amazing prices!

The Dextra DF2400T offers
2400dpi resolution
24-bit colour & FREE
transparency
adaptor.



DextraReader
(600dpi, sheetfed scanner with FREE award-
winning TypeReader software RRP595)

Dextra DFT 2400 Desktop Scanner	£1199.00
Dextra DF 1200 Desktop Scanner	£599.00

DextraPalm Mono HandScanner	£49.00
DextraPalm 256 GS HandScanner	£79.00
DextraPalm Colour Hand Scanner	£199.00

Dextra Digitising Tablet 12"x12"	£139.00
Dextra Digitising Tablet 18"x12"	£215.00

CD-ROM Drives

Best-selling CD-ROM drives at



NEC Internal 3Xi
(Internal triple speed drive, 195ms average
access time, motorised caddy mechanism,
full-function control panel,
LCD system
status)

£389.00

NEC Internal 2Xi
(Internal dual speed drive, 320ms average
access time, motorised caddy mechanism,
SCSI & II compatible, 256k cache
memory, auto lens cleaning)

£185.00

Software Charts

Top 20 Full Price PC Titles

TFX	£25.99
Frontier: Elite 2	£23.99
Flight Sim 5.0	£24.99
Indycar Racing	£24.99
Network Q RAC Rally	£21.50
Star Trek Judgement Rites	£25.99
Premier Manager 2	£21.99
Lemmings 2	£23.99
Sensible Soccer 92/93	£20.99
Jurassic Park	£21.99
Sam and Max Hit The Road	£25.99
X-Wing	£26.99
B-Wing	£13.99
Subwar 2050	£25.99
Streetfighter 2	£18.99
Zool	£20.99
Links 386 Pro	£28.99
Syndicate: American	£18.99
Chessmaster 3000	£20.99
Premier Manager	£20.99

Top 10 PC Budget Titles

Monkey Island	£15.99
Xmas Lemmings	£13.99
Wing Commander	£13.99
Populous and Promised Lands	£13.99
Links - The Challenge of Golf	£15.99
Speedball 2	£8.99
Championship Manager 94 Data Disk	£8.99
Santa's Xmas Caper	£8.99
Lombard RAC Rally	£8.99
Cruise for a Corpse	£13.99

Top 10 CD-ROM Titles

Rebel Assault	£27.99
Day of the Tentacle	£27.99
Dracula Unleashed	£28.99
Return to Zork	£26.49
The Journeyman Project	£23.99
Indiana Jones - Fate of Atlantis	£27.99
Dune	£28.99
The Lord of the Rings	£28.99
The 7th Guest	£39.99
Eye of the Beholder	£27.99

**Save
70%**
Call us with your software requirements and
save up to 70% off retail prices!

Mitsumi Internal
(single speed drive, includes 16 bit
interface and cables) NB this drive
may not be fast enough to run
some new CD games

£109.00

SONY CDU31A
(Internal multisession drive, headphone
and vol. control on front panel, sub 400ms
access time, includes interface
card & cables)

£136.00

Call 0604 646319

Technology House, 75 Tenter Road, Moulton Park, Northampton NN3 1PZ FAX 0604 790 894



Qty.	Product Description	Cost	VAT	Total

Name _____ Position _____

Establishment _____

Address _____

Tel. _____ Fax. _____

Cut out and return to: Media Mania, Technology House, 75 Tenter Road, Moulton Park, Northampton NN3 1PZ

**Order
Form**

Credit Card _____
Card Number _____
Expiry Date _____



With a dictionary of innuendo in one hand and an amusingly shaped vegetable in the other **Paul Lakin** risks his credibility in the world of Larry Laffer.

Leisure Suit Larry

SHAPE UP OR SLIP OUT



NE OF THE MANY characteristics we share with our rich cousins across the water is a prudish, nudge-nudge attitude to sex. It's a subject we get very self-righteous about yet, at the same time, like nothing more than a double entendre, a slightly 'smutty' joke or a good sex scandal in the news. That's why we churned out a whole series of *Carry On* films and why Sierra has now reached episode six in the near legendary *Leisure Suit Larry* series.

There are considerable similarities between *Carry On* films and the *Leisure Suit Larry* series. They both manage to be very popular while being in many

ways, quite tacky. *Carry On* films were badly written, badly directed and clearly produced on a budget of about two and six. The *Larry* games also have moments of fairly lame script. Graphically they have tended to be less than impressive and there's something very '70s about the whole thing.

Leisure Suit Larry 6 is guilty of all these flaws. Although the adventure is better structured than any of its predecessors, the plot itself is blindingly obvious. The graphics are a vast improvement on Larry's previous outings, but are still way behind those in other graphic adventures. This is not the place to go to in search of the latest in smooth-scrolling visual beauty, but that's not why people play the *Larry* games. People play the *Larry* games because they're about sex.

Kenneth Williams

For this outing the man in the (dodgy) white suit finds himself shanghaied into taking part in *Stallions*, a *Blind Date*-style panel game. As runner-up (he came second in a two horse race), he wins a weekend in a hotel-cum-health club where he immediately sets out trying to exchange bodily fluids with every girl he meets.

There are nine girls who catch Larry's eye, of whom the ultimate prize is the ethereal, self-indulgent Shamara. However, to get to her, he must first work his way through the other babes (as the game calls the female characters in one of its few, and somewhat unsuccessful, attempts to sound contemporary).

Although this progress is not entirely sequential, there are certain items Larry gets from one girl that he will need in order to seduce another. And of course, true to form, that's pretty much all he gets from them. Each encounter ends in the sort of pratfall that would be vaguely funny if you couldn't see it coming a mile off. (Rather like Larry, he quipped, feebly trying to get into the spirit of the game.)



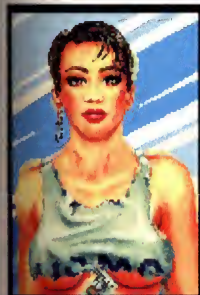
Larry 6

All The Girls And Gary - A User's Guide



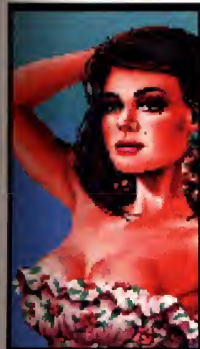
Gary

Just to prove that *Leisure Suit Larry* isn't only offensive to women - meet Gary. He's homosexual so of course he's effeminate, spends a lot of time combing his hair and is even randier than Larry.



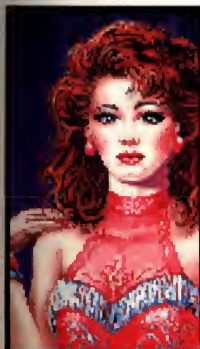
Cav

The aerobics instructor at the hotel and a lesbian. Of course she's a lesbian. In the world of *Leisure Suit Larry*, any woman as tough-looking as this has to be. Mind you, most women, faced by Larry, would presumably claim to be lesbians.



Rose

Cursed with one of the most unconvincing Spanish accents known to man, Rose works in the High Colonial Treatment Room, surrounded by flowers. Presumably this explains her linguistic inadequacies. You're not going to improve your sentence structure chatting to an over-watered Orchid.

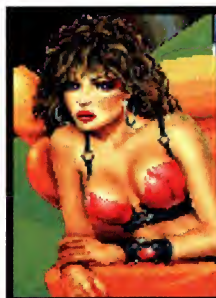


Burgundy

A good ol' girl who wants to be a Country and Western singer but has ended up singing the blues instead. (Sort of *Blues Brothers* in reverse.) She may not know much about singing, or dress sense for that matter, but what Burgundy doesn't know about drinking isn't worth knowing.

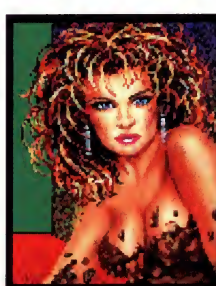


Larry reaches new heights of sex and exploitation.



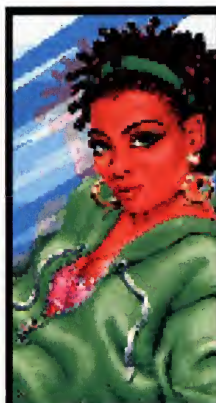
Thunderbird

Clearly a subscriber to *Skin Two*. Also clearly not the world's most practical person. Working out in leather? Pooley! Thunderbird brings to the game a dash of S & M, which was fashionable about five years ago. Rather like Larry's suits.



Charlotte

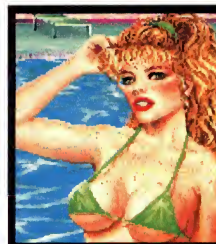
This is about as dirty as *Leisure Suit Larry* gets, a girl confined to a mud bath for virtually the duration of the game.



Shablee

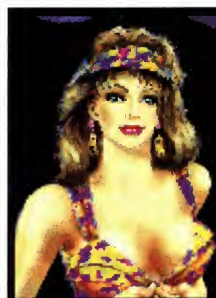
Blimey, a woman in *Leisure Suit Larry* wearing a full set of clothes! However, doesn't Shablee remind you of someone in a film? You have been warned.

A sociologist writes: Interestingly in such an AIDS-obsessed country as America, Shablee is the only character in the game who insists Larry uses a condom.



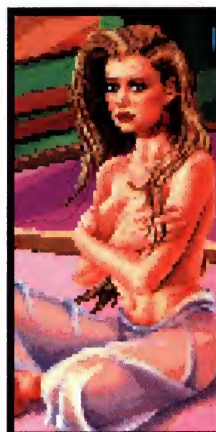
Merrily

Some people want money, some want fame, Merrily wants unlimited bungee jumping. And of course she's quite happy to shag Larry in order to get it. I mean, who wouldn't?



Gammie

The first girl Larry meets with a view to a kill is receptionist and weight fanatic Gammie. The way to Gammie's heart is through her bottom. Or rather through the Cellulite Machine she needs to reduce it.



Shamara

In a game full of unlikely names, Shamara takes the biscuit. She is into contemplation and mysticism; i.e. she's the typical poor little rich girl, sitting around contemplating her navel in self-pity and wondering what life's all about. For Larry, life is all about Shamara. She's his ultimate goal. Frankly, they deserve each other.



(Above) Larry attempts to deny rumours that there's a lot of garbage in his games. (Right) Rather than On/Off the world of Larry has Suck/Off which says it all really.

PC ZONE score

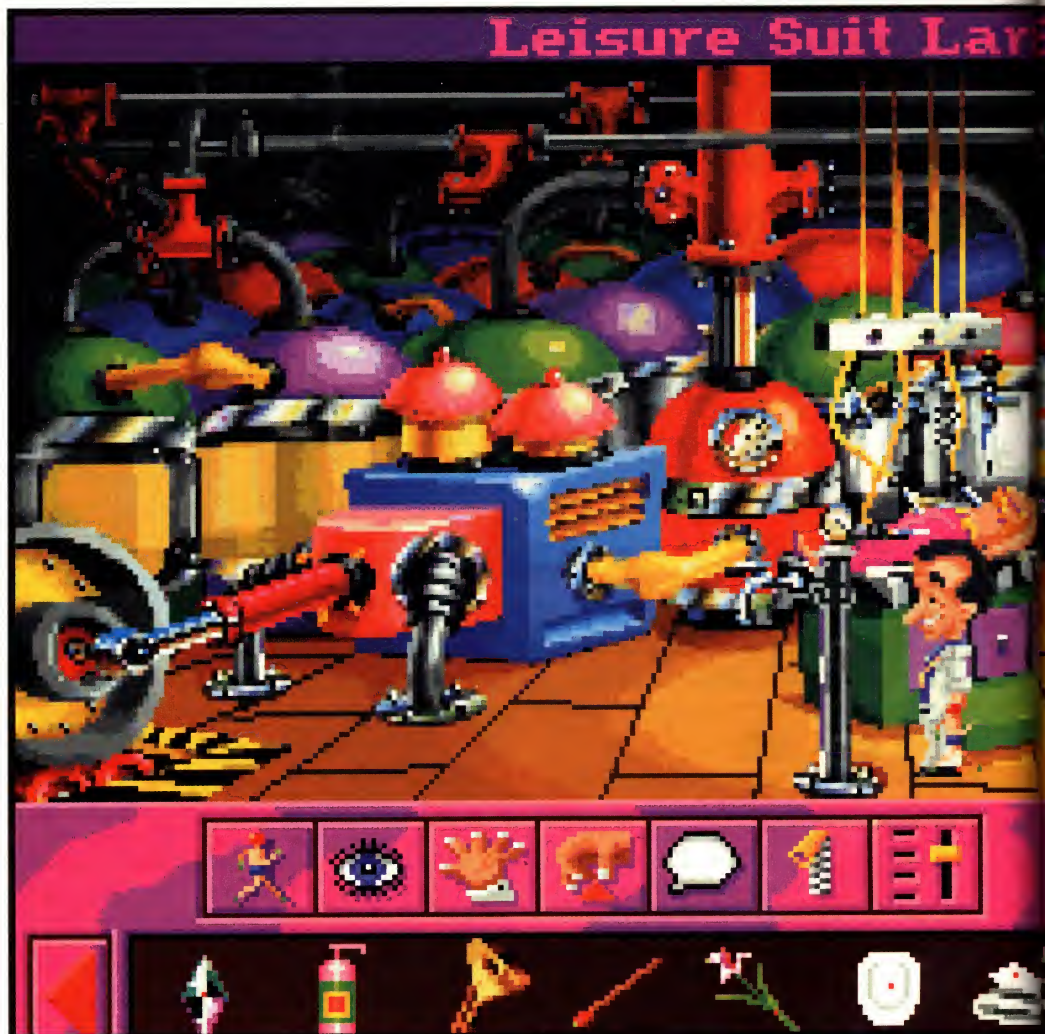
The best *Larry* yet; but he's getting way past his sell by date.

75

Price: £35.99 Out: Now
Published: Virgin Games
Telephone: 081 960 2255

PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 286
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 10.5Mb
Minimum Graphics: VGA
Soundcards: Sound Blaster, Ad-Lib, PAS/PAS 16, Gravis US, MT-32, Gen Midi
Controls: Mouse
Comments: Requires DOS 5.0 or above.
Windows version requires 386SX, Windows 3.1, 2Mb RAM.



Barbara Windsor

As the computer games equivalent of the *Carry On* series the humour in *Larry* is largely based on double entendre. Sometimes this can be reasonably funny (alright, I confess!), but after a while it simply gets wearying. Do you remember a time when everyone used to say, 'Story of my life,' after virtually everything you said? And didn't you smile politely the first couple of times and then as the remark got more frequent and the connection more tenuous, didn't you feel like throttling the next person who said it. Well I ended up doing ten years in Dartmoor, so watch it.

As well as double entendre, the world of *Larry*, in true *Carry On* fashion is stuffed with stereotypes. All the women are beautiful nymphomaniacs with gravity-defying breasts. The men are lecherous, unattractive and slightly inadequate. There's also a mincing, lisping homosexual, a butch (but still busty) lesbian and, following the success of *The Crying Game*, even a transsexual.

Of course, any attempt to criticise the content of *Larry* games runs the risk of making you sound like some terrible politically correct bore. Well, like all sane people, I loathe the whole politically correct scene and can be as laddish as the best of them. I



drink beer, watch football and have impure thoughts about Beatrice Dalle. (Though I must admit I've never dropped a moonie out of the back of a bus; to the lasting relief of drivers everywhere.) Most of *Larry* humour is no worse than schoolboy smut. However, there were moments in *Leisure Suit Larry 6* which made me wince; when I'd have been embarrassed if a girl had seen me playing the game. I was embarrassed to see myself playing it.

It's the tone or the attitude which is the problem rather than anything you actually do. A key element to the world of both *Larry* and *Carry On* is



that, despite all the nudging and winking, you never really see anything. Although this game claims to be 'The Longest, Hardest Larry Yet!' (bit of a double entendre there heh? Ho, ho, ho), and is more explicit than earlier games, it's still basically pretty tame. This allows it to be portrayed as a bit of harmless fun, which is fine unless you're one of the sad people who buy it in expectation of a bit of porn. If you get turned on by a computer graphic close-up of a woman in a bikini, you'll have a whale of a time here. Otherwise it's pretty much all mouth and no trousers.

Sid James

However, beneath all the lame humour, gross sexism and homophobia, there's something strangely appealing about *Leisure Suit Larry 6*. It's certainly the best of the series. This is not due to the improved graphics which are still hardly going to set the world on fire – but rather to the structure of the puzzles. For the completely hard-nosed adventurer they might verge on the easy. But I found them well structured so that you never got completely stuck, there was always something new to try. (Alright, which smart-arse said 'Story of my life?') Unlike most adventures, with *Larry 6* I never got to a complete dead end, with no idea what to try next. For this reason the game was embarrassingly addictive.

Leisure Suit Larry 6 avoids being too linear and this helps keep you interested, although there were a couple of problems which, due to cpc-k-ups earlier in the game, were insoluble without restarting. Occasionally the game will even give you hints – or at least tell you: 'You don't need to use that object in this room,' which saves you clicking on every item on screen. Unfortunately, the on-screen messages are occasionally misleading and sometimes even wrong. For instance, every time I tried to put my sunglasses on by the pool, something I kept getting told would be a good idea, the game acted as if I was trying to change into my swimming costume. Weird.

Charles Hawtry

Subject matter apart, *Leisure Suit Larry 6* is probably an ideal beginners' game. Although some of the problems can actually be quite tricky, most experienced gamers would find it all a bit of a doddle. After all, I got through it pretty quickly and I'm an idiot.

In fact, the game is something of a bizarre contradiction. It's easily the best of the series both in terms of graphics – although these are still hardly one of the games strong points – puzzles and playability. Yet, at the same time, it doesn't stop me thinking the series is beginning to run out of steam. The joke is beginning to wear a bit thin. Seeing Larry get almost all the way there, only to fall at the last hurdle, stops being funny after about the millionth time.

A lot of the humour in the game is getting a bit self-referential. Remarks about Al Lowe (the game's esteemed writer), a character who looks like Al Lowe, and another character who looks surprisingly like Sierra President Ken Williams, is all a bit too in-jokey for my tastes. For verily my son, it is written that when a comedy show is chock-a-block full of references to itself then that show shouldst be cast out unto the wilderness for that show is losing its edge.

However, despite finding it, at times tacky, at times self indulgent and often quite dated, I stayed late at the office to complete *Leisure Suit Larry 6* and not just out of journalistic integrity either (whatever that might be). It's all a bit like *Carry On Up The Khyber*, or *Up Pompei* (depending on your school of innuendo), in that, although I might sneer at them in a sophisticated, '90s kind of way, I'd still watch them if they were on telly. ☺

The Legendary Wit Of Al Lowe



What are Al Lowe games famous for? Their humour of course. Here is a particularly sparkling example.



IN PERSPECTIVE

Leisure Suit Larry 6, like all Larry games, inhabits a world of its own so that comparison with other graphic adventures almost misses the point. (So to speak). However, for what it's worth:

Leisure Suit Larry 6

Leisure Suit Larry 5

Sam And Max

Hand Of Fate



T2



Chris Anderson used to have a cap gun when he was young. After letting him practice with a water pistol for a few hours, we set him loose on *T2: The Arcade Game*.

THE ARCADE GAME

THE LATEST of the *Terminator 2* film licence releases is upon us, converted from the arcade game and bound to be a hit with countless arcade fans, for one simple reason. Before creating *T2*, the authors took a long hard look at an old game called *Operation Wolf* and decided it was damn groovy, and they're right. It is. So, they must have thought, 'let's plagiarise it to death, tart up the graphics with some sexy robot-types and we're on to a winner'. And that's exactly what they've done.

One of the things that makes *T2* so appealing, as was the case in *Wolf*, is you don't have to bother reading half a novels worth of manual before you can get blasting. If you know how to move a mouse and click a mouse button, you can play *T2*.

The storyline, as is to be expected, is lifted directly from the movie. The machines of Skynet are after that nice John Connor bloke again, the son of the even nicer Sarah Connor. It's your job, as Chief Dude, to protect John from this Skynet lot and blast them all to kingdom come.

As for the actual gameplay, the rules are as easy as pie. You fight your way through seven levels, homing your mouse cursor in on anything you can find along the way and blast seven kinds of excrement out of it. Brilliant! Mindless violence has never been so much fun. Skynet throw everything

they've got at you every step of the way, but there are power-ups of every description lying about all over the place and hidden in cases, so you never run out of ammo or energy.

John Connor himself pops up now and again, usually in a spot of bother and expecting you to get him out of it. One of the levels has John in a truck booting hell for leather across the landscape while you shoot down alien space ships and wobbly skeletons (what a combination) in the hope of seeing him safely to his destination.

T2 is non-stop action from start to finish. If you lose your concentration for a second you can say goodbye to a large portion of energy bar. In particular, the guardian robot at the end of level one is the toughest enemy character I came across in the five levels I played. He is the only guardian up to that point

in the game and is an utter pain in the ass. There I was, blasting away at him like a man possessed while at the same time, intercepting his crossfire and frantically scooping up all the ammunition and rapid fire bonuses I could find lying on the ground. It's at times like this you thank the lord for the invention of pause keys.

If a game can be judged by how often you keep coming back to it then *T2*, for me at least, is a sure-fire winner. Every time I lost all my credits and died, I went straight back again uttering those famous last words: 'just one more try'. **Z**

PC ZONE score

Mindless, chaotic and highly addictive.

80

Price: £29.99 Out: Now
Published: Virgin Games
Telephone: 081 960 2255

PC ZONE specs

Minimum Memory: 640K
(574K base ram free)

Minimum Processor: 386SX

Minimum Speed: 16MHz

Installation: Essential

Minimum Hard Disk: 3Mb

Minimum Graphics: VGA

Sound Cards: Sound Blaster and compatibles, Ad-Lib, Roland

Controls: Keyboard, Mouse, Joystick

(Above) John's having a few problems in his truck. Let him sweat it out a bit before taking out those ships. Tee-hee.

(Below) Arnie's mate. He looks tough, he acts tough, but pump some hot lead into him and he bites it just like all the other suckers.





media technology Ltd

excellence in multimedia

How to order
 Call us now on: 081-449 6565
 Telesales opening times:
 9 am - 6.00 pm Monday - Friday
 10 am - 2 pm Saturdays
 Mail Order Fax: 24 hours a day
 081-449 1885

WE ARE THE MULTIMEDIA PROFESSIONALS

WHY BUY FROM MEDIA TECHNOLOGY?

- First class pre and post sales technical expertise
- Competitive prices
- Excellent Service

CD ROM MULTIMEDIA KITS

** CREATIVE LABS STARTER KIT Sony multisession CD ROM drive, Sound Blaster Pro, Speakers, Battlechess & 2 other titles	£319	** QCD TOSHIBA 3401 MULTIMEDIA KIT Toshiba 3401 Internal, Pro Audio Spectrum 16, speakers, microphone & presentation software.	£479
PANASONIC MULTIMEDIA KIT Panasonic 562B internal, Soundblaster 16, speakers & microphone. Complete with 7th Guest.	£345	** ORCHID SOUNDWAVE 32 MULTIMEDIA KIT Orchid soundwave 32 & Orchid CDS 3310 CD ROM drive. Complete with all cables & drivers.	£319
PANAWAVE MULTIMEDIA KITS Panasonic 562B internal CD ROM drive with Audiowave 16 Sound Card & 7th Guest.	£299	** PANASONIC SPECIAL PACK Panasonic 563B internal CD ROM drive complete with 7th Guest.	£179

CD ROM NETWORKING

** PIONEER DRM 604X Quadrastep 6 disc external CD ROM drive, including SCSI interface card.	£980
TOSHIBA 3404S TOWER Toshiba CD ROM drive tower for the advanced Network, with multiple read compatibility.	£1,449
OPTINET CD NETWORKING OPERATING SYSTEM (1-8 USER) CD Networking operating system for 1-8 users. Supports Novell, Microsoft and any other Netbios LAN.	£419
COREL SCSI NETWORK MANAGER CD Networking operating system. Server software supported by Microsoft, Novell and many more.	£459
COREL SCSI VERSION 2.0 For maximum performance and ease of use of your SCSI devices.	£115

CALL THE CD NETWORKING EXPERTS ON 081-449 6565

Microsoft TITLES

** MS golf for windows	£31	MS-DOS 6.2 UPGRADE	£44
** MS ENCARTA 1994	£89	MS Windows 3.1 Full	£67
MS Cinemania	£33	MS Windows 3.1 Full upgrade	£39
MS Stravinsky	£33	** MS Office Professional 4.0 upgrade	£299
MS Mozart	£33	** MS Office Standard 4.0 upgrade	£199
MS Beethoven	£33	MS Flight Sim 5	£25
** MS Dinosaurs	£33	MS Windows for workgroups	£39
MS Scenes (3 different options)	£21	** 3.11 add-on	£99
MS Soundbits (Hannah Barbara, MGM Movies)	£25	MS Windows for workgroups	£99
** MS Musical Instruments	£33	** 3.11 1 user full	£49
** MS WINDOWS NT	£279	MS Mouse version 2.0	£49
(We have experience in this product)		** MS Works for windows 3.0	£99
MS Windows Sound System 2.0	£119	** MS Works for windows 3.0 upgrade	£49

MANY MORE MICROSOFT TITLES - CALL THE EXPERTS!

ACCESSORIES & INTERFACES

MEDIA TECHNOLOGY DISC CADDY	£5
FUTURE DOMAIN TMC 850 SCSI KIT	£43

On credit card Orders we do not charge your credit card until the goods are despatched.
 Delivery charges

U.K. Mainland 3 day service £6.00 U.K. Mainland Next day £7.00

Full Manufacturers warranty on all items. All prices exclude delivery and VAT at 17.5%

Media Technology Ltd,

9 Beech Hill, Hadley Wood, Barnet, Herts EN4 0JN
 Tel: 081-449 6565 Fax: 081-449 1885

All payments can be made with all major credit cards and bankers cards



CD ROM DRIVES

PANASONIC		NEC	
** 562B		** NEC 2XI	£171
Internal	£157	(Internal, dual-speed, multisession)	
External	£286	** NEC 3XI	£327
Interface	£17	(Internal, triple speed, multisession)	
ORCHID		** NEC 3XE	£404
** CDS 3310 Internal	£165	(External, triple speed, multisession)	
TOSHIBA		** NEC 3XP	£339
** 3401 Internal	£342	(Portable, triple speed, multisession)	
** 3401 External	£455	** NEC 4X PRO	£749
4101 Internal	£229	(External, quadruple speed, multisession)	
4101 External	£319	NEC AT SCSI Bus Kit	£53
(All with SCSI Adaptor Card)		NEC MCA Kit	£87
PHILIPS		NEC Parallel to SCSI Kit	£99
CD Rom Recorder CDD521	£2,940	Win on CD	£1049
External read/write SCSI drive.		Windows based recording software.	

CALL US ON 081-449 6565 FOR EXPERT SERVICE & ADVICE.

SOUND CARDS

CREATIVE LABS	
** Sound Blaster Pro Deluxe	£85
** Sound Blaster 16 MCD	£147
Sound Blaster Pro 16 ASP MCD	£177
Sound Blaster 16 ASP (SCSI-2)	£199
Midiblaster	£162
Waveblaster	£138
ORCHID	
Sound Producer Pro	£77
** Gamewave 32	£129
** Soundwave 32	£179
AUDIOWAVE	
Audiowave 16 sound card	£114
ROLAND	
** ATW10 Music Kit	£384
Roland RAP10 sound card with sequencing software.	
** Roland SCCI	£354
Internal GM sound module	
** Roland SC7	£245
External GM sound module	

VIDEO CARDS

INTEL	
** Intel PC Smart Video Capture Card	£384
One step capture and compression. Bundled video editing software.	
VIDEO LOGIC	
Captivator Card with video for Windows	£245
Complete with Microsoft video for Windows and Video snap editing software. Up to 30 FPS.	
Captivator with Macromedia	£279
CREATIVE LABS	
Video Blaster	£250
Video Spigot	£220
TV Coder	£134
** Hauppauge WIN/TV Adaptor	£379
VINE	
Multigen Genlock Adaptor	£285

CD ROM TITLES

BUSINESS/EDUCATION		Day of the Tentacle	£34
Walkthroughs and Flybys	£26	Dracula Unleashed	£30
Corel Draw 3.0	£99	Dune	£29
Corel Draw 4.0	£275	Indiana Jones fate of Atlantis	£30
Comptons Multimedia	£49	Jurassic Park	£25
Encyclopedia		King Quest VI	£30
World Atlas MPC	£54	Mad Dog Macree	£30
Mavis Beacon Teachers typing	£23	Rebel Assault	£33
Guinness Disc of records	£28	Return to Zork	£28
LEADING GAMES TITLES		Sherlock III	£33
7th Guest	£33	TFX (Flight Simulator)	£37
Chessmaster 3000	£21		

CALL US ON 081-449 6565 FOR MANY OTHER SOFTWARE TITLES.

Due to his success in the most recent office treasure hunt **Mike Gerrard** decided only he could take charge of the investigation into the latest **Police Quest** offering from Sierra.



SO, ANOTHER adventure from those Sierra people, right? Wrong! They're calling this fourth game in the

mega-selling *Police Quest* series a reality-based role-playing game. I would describe it as more of a new species of game, a Detective Simulator. In view of the saying that 99 per cent of police work is boredom and one per cent is terror, this could be a bit risky and have the player giving up in pursuit of a more interesting career, such as chicken-sexing. But what say we 'crawl inside the mind of a serial killer' and take a look around?

Open Season has a different author from the previous *Police Quest* games, and he is one Daryl F. Gates. Sound like a teenage whizzkid programmer? Er, not quite, as he's a retired Los Angeles Police Chief who spent 43 years in the force, taking command of 8,000 officers in the 486 square miles of LA, working on the Charles Manson murders amongst other gruesome tasks.

Warning bells

And gruesome this one promises to be too, the cover containing a warning in letters the size of an ant's left tentacle (tentacle I said): 'This game contains adult subject matter. Parental guidance is suggested.' So kindly seek mummy or daddy's permission before reading any further into this review.

Got it? Okay, well the first cadaver is found in an alley at three o'clock in the morning, the tortured and mutilated body of your buddy and partner in crimefighting, Bob Hickmann. It's your job to find out what happened and why.

What happens next is... what? You want those gruesome details first? Well, you'll find out more in the morgue, but his eyelids have been glued shut and the index finger of his

right hand is missing. So even if he'd lived, he'd have been unable to use a mouse on the police computer ever again.

On location...

The scene of the crime is your first location, which you're unable to leave until you've obtained every last scrap of evidence, taken detailed notes, interviewed everyone present, searched the place thoroughly and done all the things that real policemen do. And a few things they don't. Go to trace an outline round the body with your chalk and you're told: 'That's something they only do on TV and in computer games.' This being a computer game you're allowed to do it, but you can now bore your friends silly by pointing out the mistake every time you see it happen on TV.

...in LA man

The background graphics are pretty impressive, or rather they're ugly impressive, having been digitised from film shot in Los Angeles and other locations.

Click near the bottom edge of the screen and the icon panel appears, which you can put on permanent display if you want. Clicking the left button activates an icon, while clicking the right button cycles through the icons to speed things up, each icon having its own distinctive cursor shape. If you press CONTROL and then click, you switch between the current icon and the walk icon.

Panel games

The panel will be familiar to anyone who's ever played a Sierra game in the past few years: walk, talk, look, puke... no, how did that last one get in there? You could do with it, though, because as well as your buddy's corpse there's another grizzly find in the alleyway, and it's not a pretty sight, unlike *Police-woman* Chester, who's there to



(Top) SEE the crime catchment area within which you have to work.

(Middle top) SMELL the victims of murder as they suffer under the scrutiny of the police pathologist.

(Middle bottom) HEAR the lovely Chester inquire delicately about your marital status.

(Bottom) PROVE that the level of gratuitous violence in PC games is still on the up.

(Top left) Mrs Hickmann opens a can of worms.

(Top right) Your office at Homicide. (Main picture) The first of the gruesome murders. Here lies four hours-worth of desperate evidence-seeking.





Police Quest 4

Open Season



photograph the scene of the crime. Don't try and put the hand icon on her or you'll get accused of sexual harassment. I did it by accident, honest. You can believe me, I'm a cop. ('Cop this,' I said.)

The truth is I was getting desperate, as I'd spent nearly an hour in that bloody alley and wasn't being allowed to move on to the next stage until I'd done everything. And me with a review to write. Gulp.

Couldn't you just see it: 'Well the opening location's very detailed, and the rest of the game's probably quite good too. Er, is that the Sierra 24-hour Helpline. Help!'

Smooth operator

But I didn't panic, and unearthed the last tiny speck of evidence, which Chester was waiting to photograph. It did give me plenty of time to get used to the system, which is much improved since the early days when pixelated cartoon cops would jerk about like a punk on a pogo stick while you tried to manoeuvre them close to a door handle. Now the digitised figures move fairly smoothly, with neat perspective as they walk to the back of the screen. We still do not exactly have perfection, though. I clicked the Walk icon on the chest of a potential witness standing in the bottom right corner of the screen, and my man promptly walked to the middle top of the screen. He couldn't have got further away if he'd tried, short of moving to a different game. He does duck quite neatly under the police ribbon cordoning off the body, but there's still a touch of the Ministry of Silly Walks as he lurches into the right place for talking to someone.

Back to basics

When you're allowed, you move back to police HQ, and then you discover why the packaging contains a

condensed version of the LA Police Department Manual. Evidence has to be logged, and you seem to spend half your life going to and from the appropriate departments in lifts. I dare say this is true to life, but it's a bit tedious for the player seeking fun, thrills, blood and gore.

Talking of gore, there's plenty of it at the morgue where you find info about the death. There's a wonderfully horrible sound like a chainsaw while the surgeon hacks open the body. It's less painful than the jokes the guy on the morgue reception desk insists on telling you every time you pass through. Sound effects are rather limited, but there's a music soundtrack which varies from scene to scene and is actually quite bearable.

Move on up

To get from place to place you activate the map icon for instant transportation. Initially you can visit the scene of the crime, your HQ, the morgue, the home of the grieving widow and the Police Academy where you can improve your shooting skills - having filled in the right form for your ammo supply first, of course. Nothing happens without the right form being filled in, and I can imagine rookie cops thumbing their way through the manual thinking: 'Jeez, do I use the 13.5.1 buff form or the 13.5.0 green form?' Using the wrong one could have serious consequences, so do check that manual first.

The firing range is good fun, and you can practise before you go for your official Monthly Combat Qualification (which a memo on your desk told you about). I was doing quite well, but you step further and further back from the targets with each round and Phase Six was a nightmare. Shoot like that on the streets and I'd be one dead detective,

I thought, but Bert on the desk still told me 'good shootin' as I left so I couldn't have been too bad.

On line for promotion?

I shot round to make a second visit to the home of Mrs Hickmann, who had run crying from the room the first time I called, when I raised the subject of her husband's possible drug or alcohol abuse. She was a bit more forthcoming this time. No she's not that forthcoming, the woman is in mourning for goodness sake.

A return to the scene of the crime allowed me to prise out another possible clue, which I took back to HQ for analysis. I asked about the ballistics report on the bullets taken from one of the bodies, but it hadn't come through yet. Bob Hickmann's holster was empty when his body was found, but there were no bullet holes in him. The autopsy showed cigarette burns on his face and injection marks on his arms, so he was possibly poisoned but the report on his body fluids hasn't been completed.

As you move from place to place you slowly piece together bits of information, and follow up a few clues that seem promising but appear to lead nowhere. That's why it's more of a simulation or RPG than a traditional adventure, and it'll be better suited to those who like, say, reading a Joseph Wambaugh or Ed McBain cop novel than to those who prefer *Miami Vice* and fast-action shoot-outs. It's slow-moving, though if I called it a PC Plod it would be just an excuse for a bad joke.

If Sierra are going to continue to churn out *Police Quest* games - and with 600,000 copies sold to date what do you think? - then *Open Season's* a good indication of the way they ought to be going. More detail, more realism, fewer hassles with the system. Now 'scuse me sir, ma'am, time I was back on the case. ☒



(Left) Lordy, that old chestnut. Here's lookin' at you, kid.

(Above) You can practise the old 'Where were you at the time of the murder?' routine on the lady down at the Happy Shopper.

PC ZONE score

A thorough professional job, for those who can think and click at the same time.

78

Price: £39.99 Out: Now
Published: Sierra
Telephone: 0734 303 171

PC ZONE specs

Minimum Memory: 4Mb
Minimum Processor: 386SX
Minimum Speed: 25MHz
Installation: Essential
Minimum Hard Disk: 10Mb
Minimum Graphics: VGA
Soundcards: All major soundcards
Controls: Keyboard, Mouse or Joystick
Comments: requires DOS 5.0 or above, or Windows 3.1. Playing from Windows can cause sound problems but adds window sizing and task switching. Mouse control is recommended.

sinclair *Direct*



PC TITLES

Aces Over Europe.....	£32.95
Air Combat Classics.....	£32.95
Alone in the Dark 2.....	£34.95
Beneath A Steel Sky.....	£25.95
Betrayal at Krondor.....	£32.49
Chess Master 3000.....	£19.95
Chess Master 4000.....	£26.95
Chuck Yeager's Air Combat.....	£11.95
Clash of Steel.....	£28.95
Dark Sun Shattered Lands.....	£31.95
David Leadbetters Golf.....	£18.95
Day of the Tentacle.....	£29.95
Dracula, Bram Stoker's.....	£29.95
Elite II.....	£28.95
Eye of the Beholder Trilogy.....	£33.95
F15 Strike Eagle 3.....	£16.95
Falcon 3.0.....	£18.95
Fantasy Empires.....	£27.95
Flight Sim 5.....	£33.95
Flight Sim 5 + Dos 6.2.....	£59.95
Fury of the Furries.....	£25.95
Goal.....	£21.95
Harrier Jump Jet.....	£16.95
Indy Car Racing.....	£31.95
Jurassic Park.....	£25.95
Jimmy Whites Snooker.....	£17.95
Kasparov's Gambit.....	£31.95
Kingmaker.....	£28.95
Lands of Lore.....	£24.95
Masters of Orion.....	£31.95
Mortal Kombat.....	£27.95
Nigel Mansell's World Champ.....	£24.95
NFL Coaches Club Football.....	£28.95
Pinball Dreams.....	£27.95
Pool.....	£18.95
Premier Manager 2.....	£24.95
Prince of Persia 2.....	£28.95
Prince of Persia.....	£ 9.95
Privateer.....	£35.95
Return to Zork.....	£29.95
Sam & Max.....	£31.95
Secret of Monkey Island 2.....	£27.95
Sensible Soccer 92/93.....	£18.95
Shadow of the Comet.....	£24.95
Sim Farm.....	£24.95
Sim City & Lemmings.....	£20.95
Star Trek Judgement Rites.....	£31.95
Street Fighter 2.....	£21.95
Subwars 2050.....	£32.95
SVGA Warrior.....	£19.95
Syndicate.....	£30.95
Syndicate Data Disk.....	£14.95

PC TITLES

T2 Coin Op.....	£24.95
Terminator Rampage.....	£27.95
Tetris and Seven Colours.....	£18.95
TFX.....	£29.95
Troddlers.....	£22.95
X Wing.....	£32.95
X Wing Mission Disk.....	£15.95
Zool.....	£19.95

CD ROM

Alone In The Dark + Jack.....	£31.95
7th Guest.....	£44.95
CD Game Pack II.....	£39.95
Crompton's Interactive Encyclopedia.....	£99.95
Dark Sun Shattered Lands.....	£31.95
Day of the Tentacle.....	£32.95
Dracula Unleashed.....	£35.95
Eye of the Beholder Trilogy.....	£33.95
Indy Jones Fate of Atlantis.....	£32.95
Jurassic Park.....	£27.95
Kings Quest 6.....	£35.95
Lawnmower Man.....	£34.95
Lovers Guide.....	£29.95
Mad Dog McRee.....	£31.95
Microcosm.....	£34.95
Microsoft Encarta.....	£259.95
Rebel Assault (Star Wars).....	£34.95
Return to Zork.....	£39.95
Shareware Studio III.....	£19.95
Star Trek Judgement Rites.....	£34.95
Strike Commander.....	£34.95
Strip Poker.....	£25.95
TFX.....	£36.95
Windows Platinum Shareware.....	£19.95

PERIPHERALS

Sound Blaster Pro.....	£119.95
Sound Blaster V.2.....	£69.95
Screen Beat Speakers.....	£18.95
CH Flight Stick Joystick.....	£34.95
CH Flight Stick Pro Joystick.....	£59.95
Freewheel Steering Wheel.....	£29.95
Gravis Joystick (Black).....	£29.95
Warrior 5 Joystick.....	£13.95
PC Logic 3 Mouse.....	£12.95
10 TDK HD 3.5 Disks.....	£ 9.95
10 Precision HD 3.5 Disks.....	£ 7.95
40 Capacity Disk Box.....	£ 4.95
Banx Disk Box (80).....	£12.95

MAIL ORDER WITH INTEGRITY!

With the Sinclair name and our money-back-guarantee you can order with confidence, whilst our Helplines are there to suggest a good game, or to talk you through the complexities of fitting a sound card. And our **FREE** brochure provides reviews, ratings and recommendations on games, CD's, Educational titles and Hardware.

YOUR MONEY-BACK-GUARANTEE ~ If for whatever reason, you are not happy with a game or CD bought from us simply return it, in an 'as new' condition, for a full refund (excluding p&p charges)*.

YOUR NEXT-DAY-DELIVERY-GUARANTEE ~ For stock items, call before 3pm for **SAME DAY** despatch and next day delivery, guaranteed - or £5 off your next order.

**NEXT DAY
DELIVERY
GUARANTEED
OR £5 OFF
YOUR NEXT ORDER**

**MANY MORE
TITLES IN STOCK
PHONE FOR
DETAILS**

**CALL US NOW FOR NEXT DAY DELIVERY OR FOR
OUR HELPLINES AND WE WILL SEND YOU OUR
FREE BROCHURE**

071 263 3529

Send orders by mail to: Sinclair Direct, P.O.Box 3601, London N19 3HW, or Fax on: 071 272 5553.

Name.....	Item.....	£.....
Address.....	Item.....	£.....
Day time Tel No.....	Item.....	£.....
Make payments to: SINCLAIR DIRECT LTD.		
We accept Access <input type="checkbox"/> VISA <input type="checkbox"/>		
Card No.....	(If you require CD Format P&P Total..... please state with title)	
Card Expiry Date.....	TOTAL.....£.....	
Signature.....	Please tick if you do not want to be on our mailing list. <input type="checkbox"/>	
Post and Packing per item UK First Class £1.80 per item, 2nd Class £1.50 per item, EEC Post £3.00 per item, Non EEC Post £6.00 per item.		

The place to

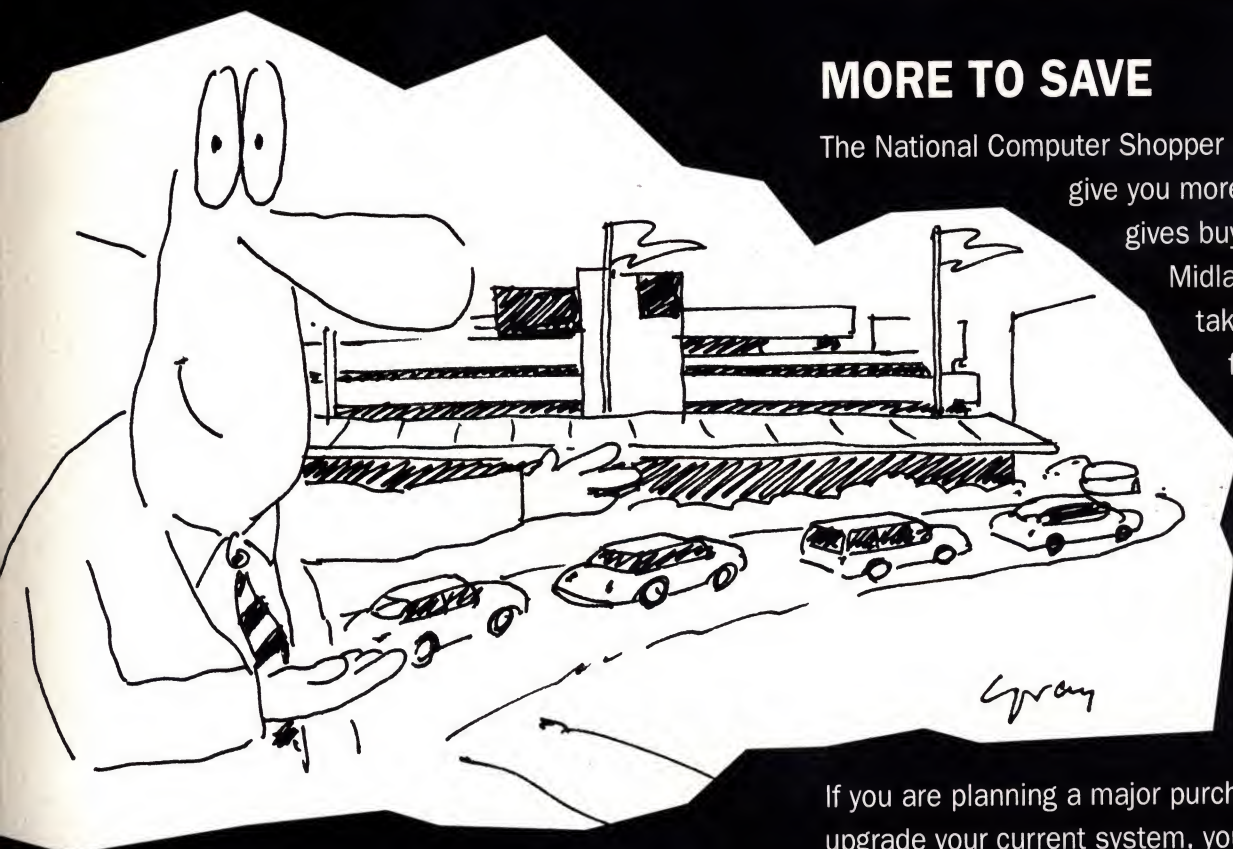
This Spring the successful Computer Shopper Show comes to Birmingham for the first time. So if you're looking to buy a new computer, software or peripherals, you now have a bigger and better choice than ever before!

multimedia, CD-ROM upgrades and software, plus dozens of new products launched for the first time at the show.

It's your chance to see the latest kit in action, to try before you buy and get instant answers direct from manufacturers and suppliers.

MORE TO SAVE

The National Computer Shopper Show doesn't just give you more choice. It also gives buyers in the Midlands the chance to take advantage of the famous Computer Shopper Show **special offers** and **free buying advice centres**.



MORE TO BUY

The National Computer Shopper Show brings over 100 leading companies to Birmingham's National Exhibition Centre. Anything you might want to buy is here - PCs, notebooks and portables, popular software applications on DOS and windows,

If you are planning a major purchase, or just want to upgrade your current system, you'll buy better and cheaper at the National Computer Shopper Show.

Don't miss the UK's largest PC buying forum - now for the first time in Birmingham!

MAKE THE RIGHT DECISION

For your advance tickets and a chance to save £2 per ticket on door prices, either phone our box office or clip and return the coupon opposite.

ABCDEFGHIJKLMNOPQRSTUVWXYZ
If you can't book in advance, bring this coupon with you on the day and get £1.50 off your entrance fee.


BLENHEIM

	Full Price	Adv
Adult	£7.00	
Child 10	£5.00	

☐ Home use ☐ Business use ☐ Both



With its 3D sequences and detailed military simulation, *Campaign 2* promises wargaming, strategy and arcade action rolled into one.

Andrew Wright points his long thing at a few likely targets.



IF ANYTHING HAS kept PC wargames well and truly in the anorak category, it has to be the lack of death and destruction in 256 colours and the dearth of digitised explosions. Even the *V For Victory* series resembles little more than computerised cardboard if you really ache for some action – hence the frequent attempts to combine wargame and strategy elements with 3D arcade-style action and excitement.

Tank sims seem to be the popular choice. But with *Campaign 2*, Empire has made an ambitious attempt at recreating armoured warfare in a variety of periods from the end of the Second World War to the present day. 'Fifty years of global conflict,' the box says, and there are something like

150 different vehicles, from ww2 Shermans to 1990s M1 Abrams, to prove it.

You can command any one of the above vehicles, (including some rather more unusual ones like anti-aircraft missile launchers), individual animated infantry squads and fly support helicopters, all while manoeuvring large

regimental and divisional sized armoured units with their own organic and self-propelled artillery and air defence units on a grand scale. As each division can consist of a couple of dozen company sized units, it means you're in control of your troops in quite a big way.

The game comes in an over-sized black box with three booklets and two disks. Installation is quick and easy, as you'd expect, using the dedicated program that sets up the sound options more or



Your gunner reports:
T-34/85 spotted



PC ZONE specs

Minimum Memory: 640 with 2Mb EMS

Minimum Processor: 386/Dos 3.3+

Minimum Speed: 20MHz

Installation: Hard Drive

Minimum Hard Disk: 3Mb

Minimum Graphics: MCA/VGA 256col

Soundcards: Sound Blaster, Ad-Lib, Roland, PC Speaker

Controls: Keyboard, Mouse
(Joystick optional)

CAMPAIGN

IN PERSPECTIVE

If you want to play tank commanders, get *Team Yankee* or *War In The Gulf* instead.

Team Yankee/War in Gulf

Sherman M4

Campaign 2

'When the logic gets muddled the battle scenes can degenerate into a Comic Relief sketch.'



less automatically. The booklets are a 64 page user guide, a 176 page equipment fact finder and a 32 page booklet containing black and white combat photos. Quite why these companies insist on doing things nobody wants is beyond me - especially where more effort could have been put into the game itself. We'll see.

Opening night

The game begins with a simple slide show, doesn't take long to get going and pretty soon you're in the command screen. You can choose from a number of maps (it has a world map as well), play one of 14 scenarios or build your own. The scenarios are designed to build your tactical skills step by step, play a campaign or choose from (Korea, Six Day War, Yom Kippur War, Vietnam, etc.) or Iraq and, inevitably, a scenario to build your own scenario from scratch.

The game is icon driven and for the most part the icons are bold and clear. Assuming you're familiar with the default scenario, you can select one of your units on the map and click on it to bring up a detailed look at what you've got. The default scenario is set in 1960, so your

forces, US and Russian, will reflect those used at around that time.

Pick 'n' mix

If you don't like what you see, you can add or subtract forces within the game limit of five vehicles per platoon, five platoons per company and so on. You are probably better off sticking to the normal four though, because the maximum

number of vehicles that can be in action at any time is 16, so with five vehicles per platoon, you can be at a disadvantage. Dropping to three per platoon has the same inherent disadvantage of course, but you can

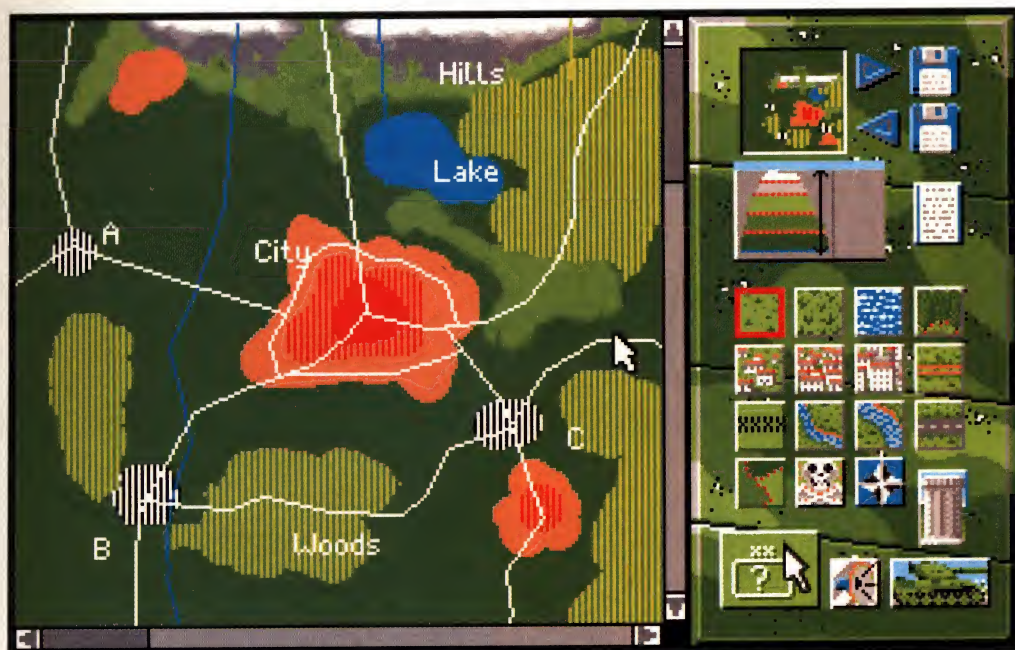
reinforce quicker as a new platoon can come on after only two of your vehicles have been destroyed. As always, it's swings and roundabouts. Armour plated ones, maybe, but swings and roundabouts just the same.

You can also mix vehicles in a platoon or company to try out various combinations of fighting machine - instead of all light tanks in your reconnaissance company, for example, you could have two platoons of light tanks, one of mediums



Also, the game's graphics in action are a bit blocky. The environment looks good, but a little blocky. Some of the tanks look like they're from the 1960s - two of them are model anti-aircraft tanks. The 20 T80 main battle tanks are a bit out of place. Something's definitely wrong there...





You can draw and paint your own maps using the bugged terrain editor – if you don't mind two or three bashes at it.

and one with AA defence vehicles. Totally unrealistic, of course, but what the hell? If you pay 40 quid for a game, you're entitled to some fun with it. Only three types are allowed in each battalion, however, so give it some thought.

Time for a little landscape gardening

Having discovered how to edit your forces – and those of the enemy – it should come as no surprise to discover that you can edit the terrain too. This involves switching over to the map editor where there are some dozen terrain types to paint on the map as well as minefields and objectives. The list is pretty comprehensive and covers three different climates, temperate, jungle and desert – but before you get too excited, don't think you can play for hours designing weird and wonderful maps to battle on. When you move into battle mode, the game creates an abstract representation based on the predominant terrain type at the point of contact, so you're unlikely to be able to tell where you are when you're in battle mode.

Unfortunately the less than helpful manual goes into very little detail about the terrain. Does a marsh prevent armoured vehicles entering? Or does it slow them down? I still don't know.

The map editor even allows hills to be painted on the map but there's no information in the manual about their effect on movement or combat. I tried hard to cause a battle to take place on hilly ground with only marginal success and the 3D view seemed just as flat as ever. In the time it took to collate the booklet full of black and white pictures, I'm sure someone could have written a couple of pages to fill in some of the manual's blanks.

Introducing pest control

Anyway, the map editor is easy enough to use but it does have a distinct problem. Bugs. Lots of the damned things. Every so often it hangs up completely. Most of the time I was doing nothing more innocent than creating swamp and it crashed

without warning. Ah ha, I said, I'll save the map every minute or so. Bad move – as a form of copy protection, the program demands that you enter various obscure vehicle characteristics every time you load it. Fine. I can live with that. But every time I want to save a map...?

To make matters worse, roads and rivers are sometimes strewn across the map and all of a sudden you find yourself with more units than Genghis Khan ever dreamed about splattered all over the map. And can you remove them? Can you heck as like.

Adding features of interest

Still, the war must go on. *Campaign 2*'s 3D environment has been improved considerably and while the scenery isn't terribly exciting, consisting mainly of houses and trees, the vehicles, soldiers and explosions look okay. The sound isn't bad either, with grumbling tank tracks, whirring chopper blades, and meaty explosions and gunfire.

You get plenty of control over your vehicles in 3D mode too. You can move each of the tank tracks forward or backwards for quick turns, rotate the turret in any direction (if the vehicle could historically do so) and even elevate the gun barrel up and down to compensate for rough ground. Infantry can be embarked or disembarked and they automatically grab weapons like bazookas and shoulder launched missiles if appropriate.

Even the choppers can be flown up, down and side to side. Depending on the scenario date there are rockets, guided missiles, homing missiles, cannon, machine guns and laser range finders to play with, all of which are great fun. The explosions are a bit naff – smatterings of randomly energised pixels never could take the place of a solid digitised explosion – but at least they try.

Brain drain

The only problem is that the artificial intelligence seems to be lacking and the enemy vehicles close far too fast and far too readily. Instead of stopping and engaging like tanks would do, all too often you are faced with the absurd situation of two opposing tanks meeting head on, coming to a halt and sometimes not even firing at each other. Add to that the sight of your battle-hardened infantrymen running round in tight circles when the logic gets muddled and the battle scenes can degenerate into a *Comic Relief* sketch. This makes it much too easy to dig in (even if you're supposed to be attacking) and pick off the enemy as they approach.

It gets worse. On one occasion my anti aircraft unit of two Vulcans armed with 30mm 'gatling guns' came face to face with a company of T80 main battle tanks – and knocked them all off the face of the map simply because the T80s just refused to return fire.

Campaign 2 could be the definitive tank sim. The interface is a little clumsy but easy to master and the 3D action bits are great fun. Even the wargaming element is playable as long as there aren't too many units involved.

Unfortunately, the number of hair-raising bugs and the gaps in the manual mean it's hardly worth bothering with. Tanks, but no tanks. **Z**

PC ZONE score

Dim-witted attempt at simulating armoured action – too buggy to recommend, despite colourful graphics and arcade sequences

52

Price: £39.99 Out: Now
Published: Empire Software
Telephone: 081 343 9143

! Windows Football!

★★10% of all profits donated to Sheffield Children's Hospital★★

...ON TIME!

Disk Box (40 Capacity)	4
Disk Box (80 Capacity)	6
Gravis Analog Joystick	34
Gravis Analog Pro Joystick	34
Gravis Dual Elementary PC Game Port	34
Gravis UltraStream 16 Bit Card	169
Hampton 1201	10
Quickbay MS SV202	2
Quickbay Topaz SV222	2
Soundblaster V20 Deluxe	6
Soundblaster Pro	94
Soundblaster 16 Multi CD ASP	174
Soundblaster 16	174
Soundblaster 16 Basic	174
Soundblaster 16 S/2+ 2 ASP	239
Sonnet FX2000	1
Sonnet Analog Extra	1
Sonnet Analog Edge	1
Sonnet Common Control Pad	13
Sonnet Immersion 2000 Dual Port Card	13
The Sound Source	22
Technipuls Smart Card	15

TDK/VERBATIM (BOXED IN TENS)		PRECISION (BOXED IN TENS)		UNBRANDED (BOXED IN TENS)	
LOW	HIGH	LOW	HIGH	LOW	HIGH
7.99	9.99	6.49	7.99	5.99	6.99
14.50	19.50	11.99	15.50	10.99	13.50
35.00	47.50	26.00	37.50	23.99	32.50
65.00	95.00	49.99	72.99	44.99	62.99
185.00	190.00	94.99	141.99	83.99	121.99
300.00	470.00	219.99	350.00	199.99	287.50
580.00	930.00	419.99	680.00	369.99	550.00

PC Zone at the National Computer Shopper Show!

Following the staggering success of the Games Area at the Christmas Computer Shopper Show last year, *PC Zone* is once again sponsoring the computer leisure feature area at the National show at the NEC between 24-27 March, 1994.



THE NATIONAL Computer Shopper Show promises to be one of the best events of '94 for PC users. Sponsored by PC Zone's sister magazine,

Computer Shopper, over 100 companies will be at the show, flogging their wares at ridiculously cheap prices. Whether you're looking to buy a new computer or upgrade an existing one, hunt down a cheap CD-ROM drive or stock up on games software at knock-down prices, it's the best place to go.

But doubtlessly the most important factor in your decision to attend the show is the presence of *PC Zone*. We will be sponsoring a dedicated leisure area, packed with PCs running the latest hot games software. Throughout the show we'll be organising games challenges, showing exclusive preview footage of soon-to-be-released blockbusters and, of course, giving you the opportunity to try out the latest and greatest software for yourself before you part with your readies.

There are literally hundreds of prizes to be won from T-shirts to soundcards, plus an opportunity to win every single piece of software demonstrated on the stand in a massive free competition. The entire *PC Zone* team will be on hand to answer your game queries on the spot and pretend we know more about expanded memory than you do. There will be guest appearances by Duncan 'Mr Cursor' MacDonald and David 'Macca' McCandless and other celebs to be announced, but don't let that put you off.

So if you fancy meeting the crew, playing the latest and greatest, and saving a wedge into the bargain, fill out the form on page 64 and book your tickets NOW!

BIG SCREEN HEAD TO HEAD ACTION

Exclusive previews of top linkable games on two ninja PCs in the Challenge Zone (games to be confirmed)

***Evasive Action* – frantic dog fighting head to head**

***Mechwarrior II* – Blast seven shades of crap out of your friends**

***Networked Doom* – the best just got better**
***IndyCar Racing* – head to head competition**

PLUS Live golf action with the incredible Pro Swing Golf system.

- Exclusive previews of unreleased games!
- £100 cash to any visitor who can beat David 'Macca' McCandless at *Star Control III*!
- Mystery software prizes for any visitor who can beat Paul Lakin at *Sensible Soccer*!
- Win every single piece of software demonstrated on the stand in a massive free competition!
- Your games queries answered on the spot by experts
- Get the May 1994 issue of *PC Zone* on sale a week before it's in the shops – and at £1.00 off the normal price!
- Special subscription offer exclusive to Computer Shopper Show visitors!
- Watch this space next month for further details...

WHERE, WHEN, HOW MUCH?

National Exhibition Centre, Birmingham. It's park-tastic and rail-iferous to get to.

Thursday 24 March, 10am–6pm | Friday 25 March, 10am–6pm

Saturday 26 March, 10am–6pm | Sunday 27 March, 10am–5pm

In advance: Adult, £5.00, under 16s £3.50, family £16.00.

Box office hotline: 021 767 4343, or send in the form on page 64

which also has details of a special British Rail offer for readers in the South East.

On the day: Adult, £7.00, under 16s £5.00, family £21.50.

WHY IT'S A GOOD IDEA TO BOOK IN ADVANCE

You're quids in. You could save a fortune on rail travel to the show, and you'll avoid queues of quite possibly horrific proportions (allegedly).

Plus we can get the beers in before the show.

Subscriber Panel live from the show!

Club PC members are invited to take part in a special reader panel review live from the National Computer Shopper Show at the NEC. Usually the Vox Pop review feature is put together in the London office which gives a bias towards subscribers from the South East, but this is a brilliant opportunity for any Club PC members going to the show to make their opinion count. Club PC members who are intending to attend the show and who are interested in taking part should contact Laurence Scotford at *PC Zone* on 071 631 1433 for more details.

Heirs To The Throne

Once more onto the beach dear friends? **Andrew Wright** unravels some pseudo-medieval bunkum cleverly disguised as a computer game.



HEIRS TO THE THRONE is a strategy wargame in which you become involved in a power struggle for the throne of a computer generated kingdom made up of irregularly shaped provinces. Taking the role of a baron with a home province and small army, you take on four computer-controlled barons and the royalists who start off in control of the rest of the kingdom.

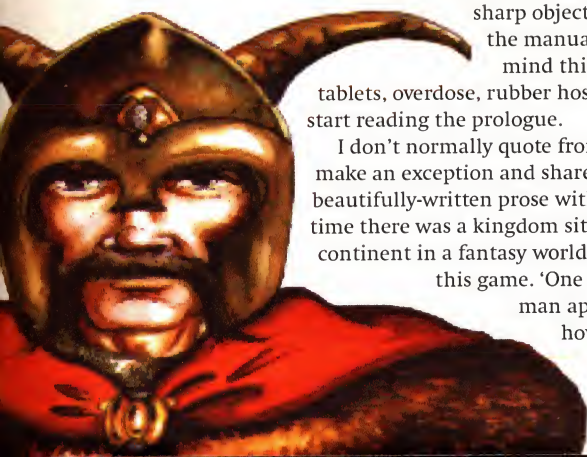
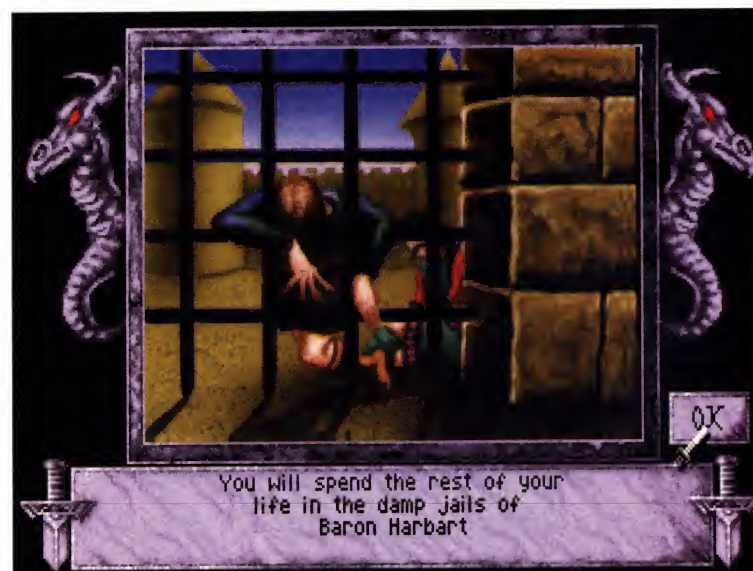
On the face of it the game looks pretty good. It comes in an attractively designed box with some great looking graphics on the front. The blurb and screenshots on the back hint at a simple but sparkling strategy game with plenty of depth and long term interest. Follow our brief tutorial, however, and you'll never believe your eyes again.

Spell it again Sam

First, pick up the box and, ignoring the glaring spelling mistake on the back ('supurb' graphics?), open the lid and turn the box upside-down. You should now be looking at a frighteningly thin 30 page A5 manual and two disks.

Sit down somewhere quiet, place all sharp objects out of reach and open the manual. Casting from your mind things like sleeping tablets, overdose, rubber hose and exhaust fumes, start reading the prologue.

I don't normally quote from a manual but I'll make an exception and share some of the beautifully-written prose with you: 'Once upon a time there was a kingdom situated on a small continent in a fantasy world.' Nothing puerile about this game. 'One day an old and wise man appeared. He had an idea how the dreaded Orcs



PC ZONE score

If I got this kind of quality from a PD game, I'd blinking well complain.

43

Price: £44.99 Out: Now
Published: Mirage
Telephone: 0260 299919

PC ZONE specs

Minimum Memory: 640K
Minimum Processor: XT
Minimum Speed: 8MHz
Installation: Essential
Minimum Hard Disk: 2.5Mb
Minimum Graphics: EGA
Soundcards: PC speaker, Ad-Lib, Sound Blaster
Controls: Mouse essential

(Top left) Come back hexes, all is forgiven.
(Middle left) A battle! Swords glinting in the sun! Banners held high! The clash of steel and the screams of combat. Er, no, actually this is the most exciting combat screen you're likely to see.
(Bottom left) Beats playing Heirs To The Throne, I suppose.
(Top right) There are plenty of statistics available - pity there's no gameplay.
(Middle right) One of the selection screens - any idea what investments are?
(Bottom right) Presentation graphics at their best.

could be exterminated from the world, by a war.' Blow me, I'd never have thought of going to war with the Orcs to get rid of them. He really must have been wise.

So begins the enthralling introduction. Ten equally moronic paragraphs later, I was none the wiser and I doubt if you'll be. The cringe-making spelling and grammatical gibberish are so obtrusive that they cease to become amusing and in places make understanding the rules unnecessarily hard work. The language problems even extend to the copy protection system that requires entering words from the manual. Now and again I started the game and duly entered the xth word from the yth line on page z only to find that it didn't work. With this kind of quality oozing out of the box (and dripping on the floor with a loud squelching noise), what hope is there for the game?

An attack of boredom

Before the game starts there are six selection screens from which you can customise almost every aspect of the game from the number of non-human players to the cost of a village in gold pieces. As long as you understand the meaning of phrases like: 'The rate for investments of the royalists is...' you should have no problem with the general level of illiteracy.

Next, you can choose between grey, white, red or green for your colour, enter a name and even choose a heraldic emblem from a choice of six - pretty pointless as you hardly see the thing during the game, but then I guess they have to give you something to do, don't they?

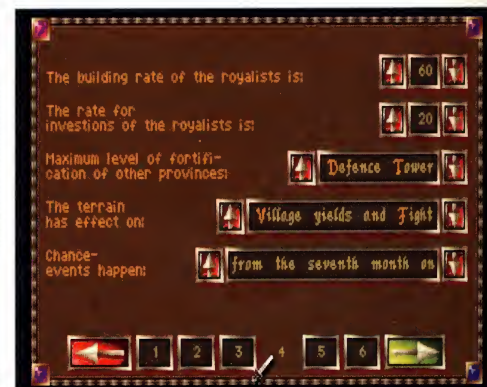
With this out of the way, you are presented with a randomly generated map with the number of provinces you specified earlier. You can have the computer generate another or accept it and place your home castle somewhere suitable with an eye to the seven terrain types and the way the provinces are joined. Diagonal movement isn't allowed.

Anyway, congratulations are in order because you've completed the interesting part of the game - it's all pretty repetitive from hereon in. When your turn comes, you are asked if you want to attack a province. As this is the whole point of the game, it seems churlish to refuse, so all you do is click on the target, your own troops and the target again, watch the screen and then read the box giving details of the outcome. Exciting eh? Next turn, if you're really lucky, you'll get to do the same thing again. And, if you can stand the excitement, again and again after that.

There is a little more to it but nothing that actually makes the game more fun. There's an economic aspect to the war and this involves investing in new villages, building and fortifying your provinces, buying in supplies to keep your men on the campaign trail and, naturally, recruiting more men. The more villages you have, the more gold in taxes you take each turn, though this is also affected by the province's terrain type.

Combat can be affected to some extent by the choice of troop type: infantry and pioneers being better to attack fortifications while archers are good for defence. There are catapults too, but the lack of any real decisions makes for a low level of interest. With combat out of the way, you can move troops to and from conquered territory and decide on how to invest your income. A number of statistical screens are provided so you can see at a glance just what is going on.

Even allowing for the fact that I've got a bee in my bonnet about poor presentation and bad manuals, this has to be one of the most forgettable games I've ever come across. In many ways it's a shame because the graphics and option screens are nicely designed and implemented. However, with the best will in the world, *Heirs To The Throne* is about as exciting as the present heir to the throne and far less amusing. If I was after an exercise in pointing and clicking, I'd choose the *Lotus 1-2-3* tutorial any day of the week. ☒



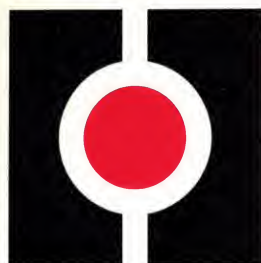
IN PERSPECTIVE

Makes *Defender Of The Crown* look like an in-depth strategy game and *Kingmaker* is far more fun (as is picking the fluff out of your keyboard)

Defender Of The Crown

Heirs To The Throne

Kingmaker



**FREE
CALL**
Technical Sales
Order Lines
**0500-
600 486**

ADVENTURE CD ROMS

NEW! LABYRINTH OF TIME	£25
NEW! JUTLAND	£39
NEW! DARK SUN	
NEW! SHATTERED LAND	£29
NEW! GOBLINS III	£32
NEW! LOST IN TIME	£35
NEW! REBEL ASSAULT (STAR WARS)	£31
NEW! GATEWAY II	£23
NEW! ALONE IN THE DARK	£29
NEW! SHADOW OF THE COMET	£29
NEW! CYBERSPACE	£31
NEW! MARIO IS MISSING	£29
NEW! LANDS OF LORE	£29
NEW! MAD DOG MACREE	£28

100s of CDs available, including Art, DTP, Image, Geography, Language and many other topics

MEDIA MOMENTS

Famous media moments...

All of Live Aid
Richard Dimbleby demonstrating the first video recording on the BBC
The Queen's Christmas message whatever year



ENTERTAINMENT CD ROMS

NEW! DAY OF THE TENTACLE	£22
NEW! JURASSIC PARK	£24
NEW! DRACULA	
NEW! UNLEASHED	£29
NEW! PROTOSTAR	£27
NEW! MICROCOSM	£34
NEW! T.F.X	£31
NEW! INCA 2	£37
NEW! STAR TREK 2	£27
NEW! LEISURE SUIT LARRY 4	£29
NEW! MANIAC MANSION	£39
NEW! DEATHSTAR ARCADE	£19
NEW! LABYRINTH OF TIME	£36
NEW! EYE OF THE BEHOLDER	£Call
NEW! SUPER STRIKE	
NEW! COMMANDER	£Call
NEW! CYBER RACE	£44
NEW! MICROSOFT GOLF	£36
NEW! ADVANTAGE TENNIS	£26
NEW! CAPITOL HILL	£27
NEW! DARK SEED	£31
NEW! RETURN TO ZORK	£34
NEW! TORNADO	£34
NEW! UFO	£37
NEW! LORD OF THE RINGS	£31
NEW! RYDER CUP	£26
NEW! STAR WORKS CHESS FOR WINDOWS	£39
NEW! KINGS QUEST VI	£31
NEW! LANDS OF LAW	£37

• A full interactive fantasy role play

CONSPIRACY £37

• Act the role of a KGB agent

POLICE QUEST IV £32

• All new police adventure game

ANECDOTE 3 £9

7TH GUEST £39

STELLAR 7 £25

LOOM £38

BATTLE CHESS £25

CHESSMASTER 3000 £27

WING COMMANDER 2 £31

LEGEND OF KYRANDIA £34

• A fantasy adventure in an enchanted forest inhabited with dragons

DUNE £29

• An all new fantasy space adventure game based on the best selling Frank Herbert Novel

SHERLOCK HOLMES CONSULTING DETECTIVE: VOLUME 3 £33

• Full-motion colour video whodunits

SOFTWARE JUKEBOX £34

BARGAIN BASEMENT

CHERRY KEYBOARD	£27
MOUSE - MS compatible, with Mousemat	£8
TRIGENT 1MB	
SVGA CARD	£49
SUPERSTOR	£14
PANASONIC 562	
- CD ROM bare drive (limited stocks)	£159

NEW CD ROM TITLES

A selection of the season's releases. Check availability before ordering

HELL CAB	£56
DUNGEON HACK	£28
WINTER OLYMPICS	£29
NICK FALDO GOLF	£28
WORLD OF XEEN	£35
IRON HELIX	£28
MAP VISION	£155
STREET MART	£155
AKIRA	£19
CASTLES 2	£29
MARIO IS MISSING DELUXE	£31
THE LAWNMOWER MAN	£35
RISE OF THE ROBOTS	£42
GABRIEL KNIGHT	£31
AEGIS GUARDIAN OF FLEET	£42
CHAOS CONTROL	£Call
LIBERATION	£Call
UNDER A KILLING MOON	£Call
DAY OF THE TENTACLE	£22
INDIANA JONES IV	£36
SAM & MAX HIT THE ROAD	£Call
MANAGING YOUR BOSS	£22

MAKING TIME	£22
HOLLYWOOD CLASSICS	£27
OCEANS BELOW	£25
SPACE IN MOTION	£25
SPACE (PSYGNOSIS)	£26
GROLIER V.6	£149
MURMURS OF EARTH	£29
CREATION STORIES	£34
ALPHABET BLOCKS	£29
FUNNY: THE MOVIE IN QUICKTIME	£34
ANIMAL ALPHABET	£34
20TH CENTURY (5 DISK SET)	£112
LOVERS GUIDE (18)	£28
HUMANS 1 & 2	£28
DIGITAL LOVE	£19
WALKTHROUGHS & FLYBYS	£25
THE PICTURE LIBRARY	£28
CREATION STORIES	£34
• Scientific theories and legends of the Earth's Creation	
MICROSOFT ART GALLERY	£33

NEW!

MUSIC & CINEMA CD ROMS

NEW! MATINEE £27

• Screen saver for Windows featuring movie shots and MPC sounds

NEW! A HARD DAY'S NIGHT £35

• The entire Beatles 90 minute film in a small window with scrolling script and press articles

NEW! THE MUSICAL WORLD OF PROFESSOR PICCOLO £39

ROGER EBERTS MOVIE COMPANION £28

MICROSOFT CINEMANIA 1994 £31

• 19,000 capsule reviews

• 3000 biographies and photographs

• 754 detailed reviews and movie stills

JAZZ £49

MICROSOFT MUSICAL INSTRUMENTS £32

GROOVES £77

• 100 clips of high quality musical accompaniment

MICROSOFT MOZART £34

MICROSOFT STRAVINSKY £34

MICROSOFT BEETHOVEN £34

• An in-depth analysis of each movement of the Ninth Symphony

• Musical knowledge quiz

INTRODUCTION TO CLASSICAL MUSIC £79

COMPOSER QUEST £49

MPC WIZARD £10

SOUNDWORKS £25

Available only on floppy disk

MICROSOFT SOUNDBITS:

HANNAH BARBERA £23

MGM £23

SPACE CD ROMS

SPACE SCIENCE	
SET 1	£22
SET 2	£79
• Photographs from the NASA space programme	
SPACE SHUTTLE	£37
• Become a member of the crew and experience living and working in space	
SPACE SERIES: APOLLO	£26
WORLD VIEW	£22
INTERACTIVE SPACE	
ENCYCLOPAEDIA	£69
SPACE ADVENTURE	£49

ENCYCLOPAEDIA & DICTIONARY CD ROMS

HUTCHINSONS MULTIMEDIA	
ENCYCLOPAEDIA	£95
• The first British multimedia encyclopaedia	
MACMILLAN'S DICTIONARY FOR CHILDREN	£33
MICROSOFT ENCARTA 1994	£85
• 28 volume encyclopaedia	

COREL CD POWER PACK

NEW! • Speed up your CD ROM drive with caching software	£49
• Trouble shoot with System Browser	
• Photo image screen savers	
• Transform Photo CD images with Photo CD Lab	
• Includes 2 CD ROMS AND Koss headphones	

CD ROM ACCESSORIES

Quality Disk Caddy	£5
10 Pack	£45
CD ROM Drive Laser Cleaner	£24
CD ROM Disk Cleaner Kit	£19
Refills for above	£6
CD Tower Storage Unit	£19

BUNDLES

CD ROMs available at these very special low prices only when you buy a CD ROM drive or multimedia kit.

Legend of Kyrandia	£23
Capitol Hill	£19
Oceans Below	£19
Timetable of History:	
Innovation	£23
Entertainment	£23
Politics & Media	£23
Space Shuttle	£19
Interactive Storytime Vol.1	£14
Mavis Teaches Typing	£21
Chessmaster 3000 Pro	£19

TOSHIBA CD ROM DRIVES

3401 INTERNAL	£279
3401 EXTERNAL	£375
• 200ms access time	
• Dual speed	
• Multisession and Photo CD compatible	
• Requires SCSI host adapter	
Audio leads	
Photo CD Software	£29
4101 INTERNAL	£199
4101 EXTERNAL	£279
• 385ms access time	
• Dual speed	
• Multisession	
• Requires SCSI host adapter	

POWERMARK GIFT VOUCHERS

The ideal gift available in £5, £10 and £50 nominations



SCSI CONTROLLERS

STANDARD AT KIT - INTERNAL	£49
EXTERNAL	£59
ADVANCED AT 16BIT KIT - INTERNAL	£119
EXTERNAL	£129
MCA KIT - INTERNAL	£109
- EXTERNAL	£119
PARALLEL TO SCSI KIT	£74
EZ-SCSI V.2 SOFTWARE	£58

**CALL
0500 600 486 IF
THE CD ROM YOU
REQUIRE IS NOT
LISTED HERE**

The Media Bank *at Powermark*

CREATIVE LABS FEATURE

SOUNDBLASTER CARDS

SOUNDBLASTER

V.2 DELUXE

£44

- Text-to-speech synthesiser
- 11 voice FM music
- Digitised voice input/output
- DMA and hardware decompression
- Full duplex MIDI interface
- Joystick port
- Microphone and line-in jacks
- Power amplifier (4 watts per channel) and volume control
- 64K buffer
- 6 melodic sounds plus 5 percussion or 9 melodic sounds
- Includes Indy 500 and Lemmings

SOUNDBLASTER PACK

£84

Includes SoundBlaster V.2 Deluxe, amplified speakers, joystick and bundled software.



ALL OUR PRODUCTS ARE 100% COMPATIBLE AND COME WITH A MINIMUM 12 MONTH GUARANTEE

SOUNDBLASTER

16 BASIC

£114

SOUNDBLASTER

16 ASP MULTICD

£159

- 16-bit stereo sampling and playback MultiCD
- 20-voice enhanced 4-operator stereo FM-synthesiser
- CD ROM interface for Panasonic, Mitsumi and Sony CD ROM drives
- Stereo recording for line-in and CD-audio
- Full duplex MIDI interface
- Expansion for PCM wave table synthesiser
- Digital and analogue mixer
- Joystick port

SOUNDBLASTER

16 ASP SCSI

£179

- 8-bit or 16-bit stereo sampling and playback
- 16-bit real time compression/decompression in hardware
- 20 voice enhanced 4 operator stereo synthesiser
- Joystick port
- Bundled software included
- Supports SCSI I & II
- Includes EZ-SCSI software

WAVEBLASTER

£139

- Add-on daughterboard for SoundBlaster 16
- Sound Read Only Memory
- 213 DC quality musical instrument sounds
- Presets include 128 instruments, 18 drum kits, 50 sound effects

SOUNDBLASTER PRO DELUXE

£83

- 20 voice enhanced 4-operator FM synthesiser
- Stereo recording for line-in and CD-audio
- Digital and analogue mixer
- Joystick port
- Full software control of fade-in, fade-out, pan, volume, left/right steering and microphone mixing
- Includes Indy 500, Lemmings, MPC Encyclopaedia in CD ROM

SOUNDBLASTER PRO DELUXE PACK

£139

Pack includes SoundBlaster Pro card, dynamic microphone, amplified speakers, joystick, 1 in/1 out MIDI interface, MIDIsoft Recording Session software and bundled CD ROM software.



SOUNDBLASTER 16 ASP MULTICD

MIDIBLASTER

£159

- For amateur and professional music composition and presentation
- 20 polyphonic sounds and drums
- 16 channels, 128 preset sounds, 33 preset effects, 55 preset drums
- Bundled software

MULTIMEDIA KITS

EXPLORER PACK

£389

- Sony CDU31A internal CD ROM drive
- SoundBlaster Pro
- Amplified speakers
- Dynamic microphone
- Bundled software includes Kodak Photo CD, MPC Battle Chess, MPC Demo Disk, Multimedia Music Explorer and STW Multimedia Encyclopaedia

DISCOVERY PACK

INTERNAL

£434

- Panasonic CR563 multispin/twinspeed internal CD ROM drive
- SoundBlaster Pro 16
- Pro Digital speakers
- Microphone
- Bundled software includes Kodak Photo CD, Multimedia Music Explorer, STW Multimedia Encyclopaedia, Animals, Loom, Secret Weapons of the Luftwaffe and Monkey Island

DISCOVERY PACK

EXTERNAL

£485

- As above but with external drive

PROFESSIONAL PACK

INTERNAL

£434

- Panasonic CR563 multispin/twinspeed CD ROM drive
- SoundBlaster Pro 16
- Pro Digital speakers
- Microphone
- Bundled software includes Kodak Photo CD, Multimedia Music Explorer, STW Multimedia Encyclopaedia, Macromind Action, Authorware Star, and Tempura

PROFESSIONAL PACK

EXTERNAL

£485

- As above but with external drive

SOUNDBLASTER CD 16

£445

- Includes SoundBlaster Pro 16, Double Speed multisection internal CD ROM drive, amplified speakers and top selling CD titles

DELIVERY CHARGES

- UK Mainland:** Next working day courier delivery to your door: only £7 per order (£5 per CD ROM software order)
- Europe:** 2 day delivery to your door: Call

Power

Mark

FREE CALL
Technical Sales
Order Lines
0500-600 486



Certificate no. FS 26535

Registered for the sale of computer, printer and workstation memory, processor and other upgrades.

Powermark plc is regularly assessed by the British Standard Institute to ensure compliance with the quality standard.

VIDEO CARDS

CREATIVE LABS

VIDEOBLASTER PLUS

£248

- Displays full-motion, digital video in a moveable, sizeable window

VIDEOSPIGOT

£214

- Video capture card giving full motion video in real time at up to 30 frames per second
- Includes Microsoft Video for Windows

TURN THE PAGE FOR MORE MULTIMEDIA

TV CODER

£139

- Use your TV as a monitor
- Flicker-free display
- Converts SVGA to composite video and VHHS
- VideoBlaster interface
- TV Panel software included

MULTIMEDIA EXPERTS AVAILABLE FOR SPECIALIST ADVICE

CALL 0500 600 486 IF THE UPGRADE YOU REQUIRE IS NOT LISTED HERE

VAT at 17.5% will be added to all prices



Power[®]



Mark

**FREE
CALL**
Technical Sales
Order Lines
**0500-
600 486**

**PROCESSOR
UPGRADE
EXPERTS
AVAILABLE
FOR
SPECIALIST
ADVICE**

The Media Bank *at Powermark*

PROCESSOR UPGRADE FEATURE

Cyrix[®]

THE NEW CYRIX 386 TO 486 PROCESSOR UPGRADE

Just when you thought you were up to speed, technology changes. Today's system software puts more demands on your PC. Advanced applications, multimedia and graphics further drain your system's performance. To keep up you could dispose of your 386 computer in favour of a new 486 model.

Or you could take the smarter, more cost effective option.

Plug in the new Cyrix 386 to 486 Processor Upgrade. It's the fastest, most cost effective way to a 486 computer and its totally compatible with the world's leading software: DOS, Windows and OS/2 operating systems.

The upgrade is based on Cyrix's enhanced Cx486



The Cyrix upgrade microprocessor family

technology. With its clock doubling feature, the processor effectively doubles your computer's internal microprocessor speed and without any modifications to your system. You also get performance enhancements such as 1K on-chip cache, fast I/O, and single cycle

instruction execution. These features can boost application performance by up to 70%.

Its easy to install. Just remove your existing processor with the tool provided, clip in the Cyrix processor and load the cache installation software. It's as simple as that. You're ready to run in minutes.

386DX	DRx² 16MHz to 486 32MHz	£195
	DRx² 20MHz to 486 40MHz	£235
	DRx² 25MHz to 486 50MHz	£265
486SX	SRx² 16MHz to 486 32MHz	£235
	SRx² 20MHz to 486 40MHz	£235
	SRx² 25MHz to 486 50MHz	£265

intel[®]



INTEL OVERDRIVE

INTEL OVERDRIVE

- Upgrades 486SX and DX systems to DX2 performance
- Easy to install single chip upgrade
- Lifetime warranty
- Improves system performance up to 70%
- Fully compatible with DOS, Windows, OS/2 and UNIX

INTEL 486 20MHz	
- SX40MHz DX	£275.00
INTEL 486 25MHz	
- SX50MHz DX	£349.00
INTEL 486 25MHz DX	
- 50MHz DX	£349.00
INTEL 486 33MHz DX	
- 66MHz DX	£455.00

NEC FEATURE

**TURN THE PAGE
FOR MORE
MULTIMEDIA**

NEC CD ROM DRIVES

NEW! NEC 3Xi

- Triple speed internal drive
- MPC I & II formats
- New loading mechanism
- 256K cache
- 195ms access time

NEC 3Xi	£305
NEC 3Xi WITH ISA KIT	£353
NEC 3Xi WITH ADVANCED ISA KIT	£443

NEW! NEC 3Xe

- Triple speed external drive
- MPC I & II formats
- New loading mechanism
- 256K cache
- 195ms access time

NEC 3Xi	£369
NEC 3Xi WITH ISA KIT	£412
NEC 3Xi WITH ADVANCED ISA KIT	£508



NEC MULTISPIN 3Xe

NEC CD ROM DRIVES

NEW! NEC MULTISPIN 2Xi

- Double speed multisession internal drive
- 320ms average access time
- 256K continuous flow cache memory
- Dust Doors and auto lens cleaning

NEC 2Xi	£169
NEC 4X PRO WITH ISA KIT	£209

NEC

**CALL
0500 600 486
IF THE
UPGRADE YOU
REQUIRE IS NOT
LISTED HERE**



NEC MULTISPIN 3XP

NEC CD ROM DRIVES

NEW! NEC MULTISPIN 4X PRO

- Quad speed external drive
- 600K/sec sustained data transfer
- 180ms average access time
- 256K continuous flow cache memory
- Full function control panel
- Dust Doors and auto lens cleaning

NEC 4X PRO	£639
NEC 4X PRO WITH ISA KIT	£699
NEC 4X PRO WITH ADVANCED ISA KIT	£799

NEC MULTISPIN 3XP

- Portable triple speed drive
- 450K/sec sustained data transfer
- 250ms average access time
- Full function control panel

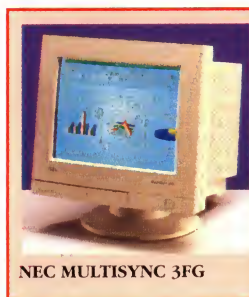
NEC 3XP	£319
NEC 3XP WITH ISA KIT	£369
NEC 3XP WITH ADVANCED ISA KIT	£459
NEC 3XP WITH PARALLEL TO SCSI KIT	£390

**MULTIMEDIA EXPERTS
AVAILABLE
FOR SPECIALIST
ADVICE**

NEC MONITORS

NEC MULTISYNC 3FG £357

- 15" CRT
- Unlimited colours
- 1024 x 768 resolution
- Complies with all EEC health and safety regulations
- 0.28mm dot pitch
- Horizontal synchronisation 31.5KHz to 38KHz
- Vertical synchronisation 55Hz to 90Hz



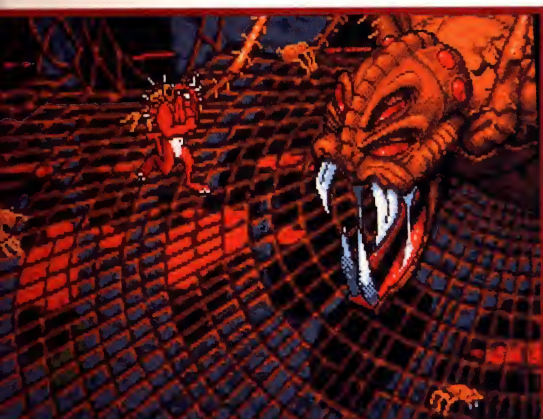
NEC MULTISYNC 3FG

NEW! NEC MULTISYNC 3V £389

- 15" FST with FullScan, Provides 29% more image area than standard 14" CRTs
- Low radiation
- Intelligent Power Management in accordance with VESA specifications

CALL 0500 600 486 IF THE UPGRADE YOU REQUIRE IS NOT LISTED HERE

(Top) Devils, spiders and monsters. Looks remarkably like a reason for Mary Whitehouse to come out of retirement.
(Middle) Why on earth would a devil be scared of fangs like that when his mother was probably even uglier.
(Bottom) At last! A chance to become a real hero. A damsel in distress... shackled as well... fab.



(Left) Looks like your opponent's got a bad case of tennis Hellbow (groan).
(Below) Striding forth in search of mystic pizza.



NCE A YEAR, Milton wrote, all the devils of Hell are rendered powerless. This happens on the anniversary of the fall of Adam and is to show them who is boss (God). Gremlin has er, re-written this scenario in the can-do spirit of the '90s.

Hell, in the Gremlin version, is like a student flat. Everyone hangs around, enslaved by monotony, and there is always an argument about whose turn it is to go for the pizza. The difference is that in Hell it isn't always the boring PPE student who has to go. The devils are democratic; they draw straws. The problem is that no one they've sent out has ever returned. This doesn't mean that, like the PPE student, he's got mugged or spent it all in the pub. To get to the pizza the devil has first to navigate the Labyrinth Of Chaos which is full of traps for the wary and unwary alike.

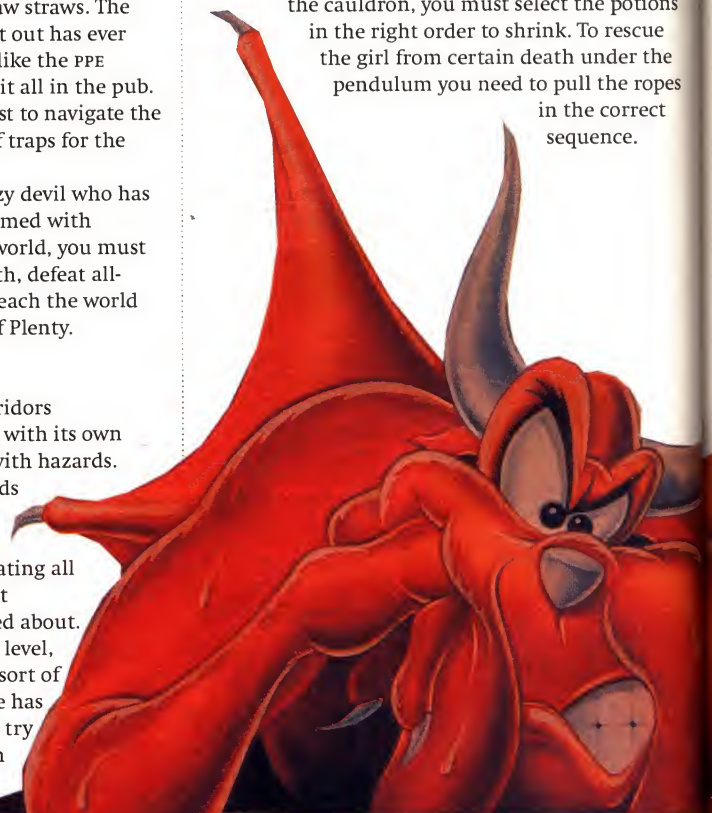
In this game you play Mutt, a lazy devil who has drawn the short straw this year. Armed with nothing but a grudge against the world, you must find your way through the labyrinth, defeat all-comers, solve all the puzzles and reach the world above to collect the Mystic Pizza Of Plenty.

Boxing Hell(ena)

The labyrinth has long, mazy corridors connecting a series of rooms, each with its own horror. The corridors are littered with hazards. There are pits, electric shocks, heads that spout fire and dungeons, the inhabitants of which will punch you in the face as you pass. Negotiating all this saps your energy and you must replenish it with food that's littered about. If your energy gets below a certain level, the entity gets you. The entity is a sort of guardian of the whole complex. He has got all the previous devils and will try to get you. This ends in a session in

the torture chamber. A bad idea, unless you're a Tory MP keen on that sort of thing.

The labyrinth has five levels and there are 40 rooms in all. Each room will either be a challenge to combat or a puzzle. The combat will need you to be fast with the joystick, and some of the puzzles are really just a matter of timing and reflexes. Most of the puzzles revolve around doing things in a certain order. For example, in the room with the anvil, the arrows on a row of disks must be set in a certain sequence whilst kicking off the worm which tries to re-arrange them. In the room with the cauldron, you must select the potions in the right order to shrink. To rescue the girl from certain death under the pendulum you need to pull the ropes in the correct sequence.



IN PERSPECTIVE

Humour, puzzle-solving and cute characters puts it up there with *Sam And Max.. The Day Of The Tentacle* suffers from a patronising and overly American sense of humour.

Day of the Tentacle

Litil Divil

Sam and Max

Litil

Some puzzles you can guess others need lateral thinking or dogged persistence.

Often you will need certain items – insecticide for the spider, a bucket for the fire-breather – and these are in the shop. There is one of these on each level and money is dotted around the corridors. Buying is easy – just toggle through the items and press fire.

When you solve the puzzle or defeat the enemy in a room, the room disappears from your map. At the end of each level is an imprisoned devil – one of your predecessors in the quest. You release him with the items you've won; anvil, gem, or whatever. Then it's on to the next level. Each has a guardian at the entrance which you must defeat before you enter.

Fiendishly funny

Remember there are five levels and about 40 rooms in all. The rooms aren't evenly distributed; level three is almost a pure maze and levels four and five have most rooms. There is a shop and a 'save' room on each level. The latter is the only place you can save a game.

The story may sound fairly grim but what sets *Litil Divil* apart is its humour. I like games of this sort but I hate cutesy characters. Mutt is definitely not cute. He is grouchy. It's almost worth letting him fall down a pit to watch his reaction. There are parts of the game where you laugh out loud.

Control is easy with a joystick or the keyboard and there is an auto-mapping feature. Even so, you might want to use the supplied graph paper to map the levels. Food, especially, becomes a problem as you wander about. Although you can try each puzzle any number of times, each lot of three attempts saps your energy.

The graphics are very good and scroll well, although they are sometimes slow to load. A view down the corridor, seen from just behind Mutt, takes up over half the screen. Top left hand corner

is the map, and top centre is the amount of gold you have. Along the bottom is your health bar. To the right is the number of keys you've collected and a cauldron. The smoke from the cauldron changes colour as the entity approaches and, if you're unlucky, he'll

appear in person at the top right just before he drags you away.

Litil Divil runs perfectly well on a 386. The soundcard set-up screen tests your hardware, although the game demands 100% compatibility. The sound is excellent, with good background music and sound effects. It may take up a large chunk of your hard disk, but Gremlin has followed the success of *Zool* with another winner. **Z**



I wouldn't like to come across this fella in a dark alley... but it looks as if I have anyway.

PC ZONE

score

An excellent puzzle game with wit and flair.

90

Price: £39.99 Out: Now
Published: Gremlin
Telephone: 0742 753423

PC ZONE

specs

Minimum Memory: 580K base RAM, 4Mb expanded (3Mb EMS)

Minimum Processor: 386

Minimum Speed: 25MHz

Installation: Essential

Minimum Hard Disk: 30Mb

Minimum Graphics: VGA with 256K video RAM

Soundcards: Sound Blaster, Ad-Lib, or Roland and 100% compatibles

Controls: Joystick, Keyboard,

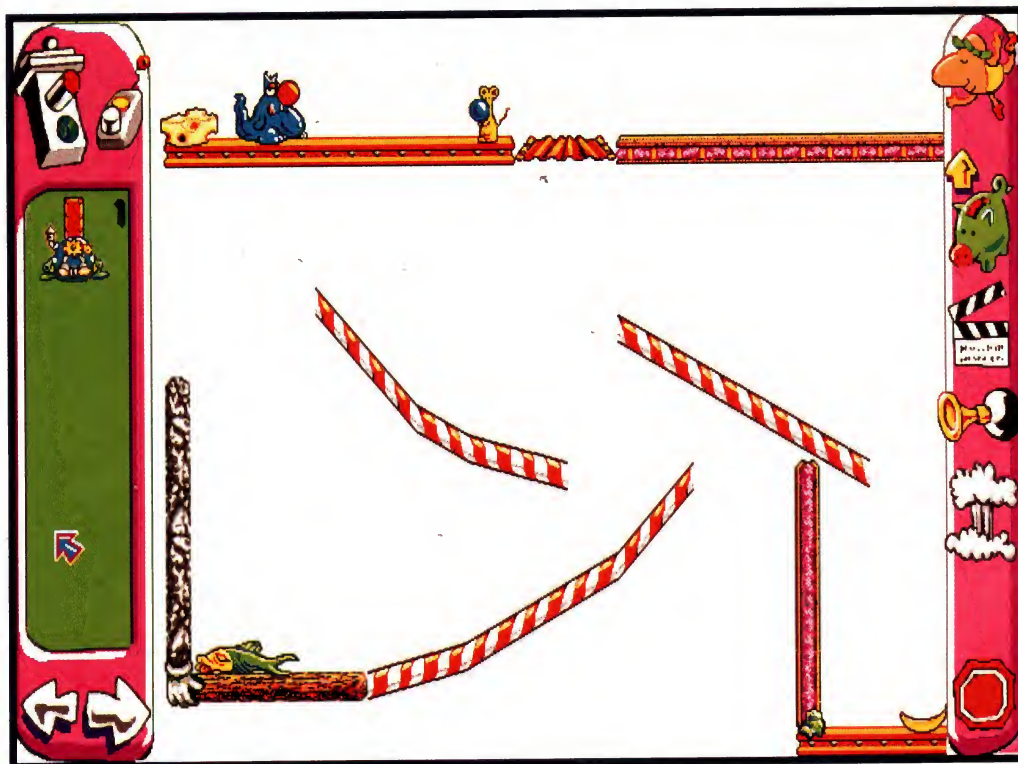
Comments: Sound driver can be fussy with anything less than true compatibles – it wouldn't recognise our Sound Galaxy

PC
ZONE
CLASSIC

Divil

Always keen to grab a pizza the action the devilishly cunning **Mark Burgess** goes to Hell and back in Gremlin's long-awaited arcade romp.

The Incredible Toons



Puzzle freaks beware! Al E. Cat and Sid Mouse are in town and are set to have you burning the midnight oil with Dynamix's follow up to *The Incredible Machine*. Chris Anderson takes you on a no-holds barred crazy, wacky and inventive romp through almost one hundred cartoon-style puzzles, all in the worst possible taste.

THE MAIN characters of *The Incredible Toons*, Al and Sid, bear more than a passing resemblance to Tom and Jerry and the puzzles they have to complete display large helpings of the same wacky slapstick humour as the old cartoon faves. In fact, when you watch the scenes unfold once you've got the solution to a puzzle, you get the feeling you may as well be sitting in front of the box watching all the usual cartoon types kicking and clonking each other in time honoured tradition.

At the beginning of each level, you are given a task to complete with the aid of all sorts of weird and wonderful characters and contraptions. On the left of the screen you can see the objects available to help you complete the task. All you have to do is to put them in the right place at the right time and set them to perform the correct function. Then it's simply a case of sitting back and watching as your puzzle either runs to completion or, as is more often the case, turns into a complete catastrophe.

When you first look at the manual, you will be amazed at just how many parts to complete your

puzzle are at your disposal throughout the game. Parts, pro-parts, handles, gadgets, *Incredible Toons* has got the lot. Getting to grips with all this stuff is no problem as the game has 30 tutorial puzzles to help you get the hang of what all the different parts and characters do.

The sound effects and voices for Al and Sid and the gang are an absolute scream. Even when you've completed a puzzle, you'll find yourself going back to it just to have another look at the wacky stunts and crazy cartoon animations.

With three difficulty levels from 'all brawn no brains' to 'loony bin', there's no way you'll get through this lot in a hurry. Even when you do complete all the puzzles, the

Home Toons section lets you make your own. You can use all the gadgets available in the game to make your own wacky masterpieces to drive all your friends round the bend with.

All you need to enjoy *Incredible Toons* is a pc that meets the system specs and a sense of humour. If you've got both of these (oh yeah, and forty quid), rush out and buy this and prepare yourself for a feast of gameplay and a totally unproductive month or two. **Z**

PC ZONE score

Zany, silly and highly addictive.

82

Price: £39.99 Out: Now
Published: Dynamix
Telephone: 0734 303322

PC ZONE specs

Minimum Memory: 2Mb
Minimum Processor: 386SX
Minimum Speed: 25MHz
Installation: Essential
Minimum Hard Disk: 3.5Mb
Minimum Graphics: VGA
Soundcards: Sound Blaster,
Ad-Lib, Thunderboard, MT-32
and compatibles
Controls: Mouse

'Rush out and buy this and prepare yourself for a feast of gameplay.'

(Above left) Sid wants the banana. Al wants the fish.
(Below) Sid uses the magnifying glass to scare the wits out of Al.





NORTH
0506 441144
SOUTH
081 893 3630

VISA

Cheques
payable to
PC Action

NORTH UNIT 1, TURNBULL WAY, KNIGHTSRIDGE EAST
LIVINGSTON, WEST LOTHIAN, EH54 9RB
SOUTH 27 HOUNSLOW ROAD, WHITTON,
TWICKENHAM, MIDDLESEX, TW2 7BZ

**SOUNDBLASTER
DELUXE
LEMMINGS
INDIANAPOLIS 500**
£55.28 £64.95 INC.
VAT & DEL.

**SOUNDBLASTER
16 BASIC**
BASIC EDITION
16 BIT SOUNDBLASTER CARD
FOR UNDER £135.00
£114.85 £134.95 INC.
VAT & DEL.

MIDIBLASTER
MIDI SOUNDS MODULE
MIDI 1/1 LEAD
CAKEWALK APPRENTICE
£153.89 £174.95 INC.
VAT & DEL.

**SOUNDBLASTER
PRO DELUXE
LEMMINGS, INDY 500
ENCYCLOPEDIA CD**
£89.32 £104.95 INC.
VAT & DEL.

**SOUNDBLASTER
16 SCSI-2**
SOUNDBLASTER 16 WITH
AN INDUSTRY STANDARD
SCSI-2 INTERFACE
£175.17 £199.95 INC.
VAT & DEL.

WAVEBLASTER
MIDI DAUGHTERBOARD
FOR SOUNDBLASTER 16 / AdSP
CAKEWALK APPRENTICE
£153.89 £174.95 INC.
VAT & DEL.

**SOUNDBLASTER
PRO PLUS**
PRO DELUXE EDITION RECORDING
SESSION, MIDI 1/1 LEAD, MIC.
£123.36 £144.95 INC.
VAT & DEL.

**SOUNDBLASTER
16 MCD**
SOUNDBLASTER 16
WITH SONY, MITSUMI &
PANASONIC INTERFACES
£153.15 £179.95 INC.
VAT & DEL.

VIDEOBLASTER
MS Video for Windows
Macromind Action
Tempura, MMPlay
£260.28 £299.95 INC.
VAT & DEL.

**SOUNDBLASTER
PRO MCV**
SOUNDBLASTER PRO FOR
MICRO CHANNEL PC'S (PS/2)
£153.15 £179.95 INC.
VAT & DEL.

**SCSI-2/MCD
AdSP VERSIONS**
SOUNDBLASTER 16 SCSI-2
or SOUNDBLASTER 16 MCD
WITH ADVANCED SIGNAL PROCESSOR
ADD £30.00 TO INC.
PRICE

TV CODER
VGA-TO-VIDEO DECODER
OUTPUT FROM YOUR PC
TO A TV OR VIDEO
£131.13 £159.95 INC.
VAT & DEL.

CD16 PACKS

SOUNDBLASTER 16, PANASONIC 563
CD-ROM DRIVE, PRO DIGITAL MAINS
SHEILDED SPEAKERS, MICROPHONE
M.MEDIA MUSIC EXPLORER,
TOOLWORKS MPC ENCYCLOPEDIA,
PHOTO CD ACCESS SOFTWARE
ADVANCED SIGNAL PROCESSOR CHIP
PLEASE ADD £50 TO INCLUSIVE PRICE

DISCOVERY
INCLUDES ALL ABOVE &
LOOM, THE ANIMALS,
S.W.O.T.L. & MONKEY
ISLAND ALL ON CD
INT. £430.49 £499.95 INC.
VAT & DEL.
EXT. £468.04 £549.95 INC.
VAT & DEL.

CD STARTER

SOUNDBLASTER PRO, PANASONIC 563
CD-ROM DRIVE, J307 MAINS SPEAKERS
TOOLWORKS MPC ENCYCLOPEDIA,
ALDUS PHOTOSTYLER, LOOM & WHERE
IN THE WORLD IS CARMEN SANDIEGO
INT. £314.85 £369.95 INC.
VAT & DEL.
EXT. £246.77 £289.95 INC.
VAT & DEL.

PANASONIC 563
MULTISESSION, DOUBLE SPEED, TRAY
LOADING, EIAJ DIGITAL AUDIO OUT
PHOTO CD COMPATIBLE
INT. £195.70 £229.95 INC.
VAT & DEL.
EXT. £246.77 £289.95 INC.
VAT & DEL.

SOUND PACKS STARTER PACK

Soundblaster Deluxe Edition
Powerbeat Speakers
Analogue Joystick
£76.55 £89.95 INC.
VAT & DEL.

PRO STARTER
Soundblaster Pro Deluxe
J307 Mains Speakers
Analogue Joystick
£122.62 £149.95 INC.
VAT & DEL.

16 STARTER
Soundblaster 16 Basic
Pro Digital Mains
Sheilded Speakers
Analogue Joystick
£131.87 £179.95 INC.
VAT & DEL.

CH JOYSTICKS FLIGHTSTICK

£30.60 £35.95 INC.
VAT & DEL.
FLIGHTSTICK PRO
£59.53 £69.95 INC.
VAT & DEL.

**SPEAKERS
POWERBEAT**
£16.98 £19.95 INC.
VAT & DEL.
J307 MAINS
£34.00 £39.95 INC.
VAT & DEL.

**PRO DIGITAL
MAINS SHEILDDED**
£38.26 £44.95 INC.
VAT & DEL.

All games prices INCLUDE V.A.T. and Delivery
The price you see is the price you pay !!!

FLIGHT SIMS. ADVENTURE

T.F.X.
Strike Commander £34.95
Strike Com. Spch. £34.95
Strike Com. Tact. Ops.1 £17.95
F15 Strike Eagle III £29.95
Harrier Jump Jet £59.95
Stunt Island £39.95
Dogfight £29.95
Aces Over Europe £34.95
Falcon 3.0 Fighting Tigers £17.95
MiG 29 £17.95
Commanche £29.95
Commanche Mission Disk £17.95
A.T.P. £28.95
ATAC £29.95
B17 Flying Fortress £29.95
Gunship 2000 £29.95
Flight Simulator 4 £29.95
Flight Simulator 5 £34.95

Return To Zork £35.95
Freddy Pharkas £28.95
Retun of the Phantom £29.95
Space Quest V £28.95
Alone In The Dark £29.95
Lure Of The Tempstress £19.95
Rex Nebular £29.95
Kings Quest 6 £34.95
Ringworld £28.95
Simon The Sorcerer £29.95
Carmen Sandiego-Space £29.95
Dune 2 £24.95

ARCADE & STRATEGY

Lemmings 2 £24.95
Civilisation £28.95
The Incredible Machine 2 £29.95
Syndicate Data Disk £14.95
Gobliins £21.95
Gobliins 2 £21.95
Seal Team £34.95
Lilil Devil £29.95
Microsoft WEP4 £24.95

CD-ROM

Rebel Assault £39.95
Legend Of Kyrandia £32.95
Chessmaster Pro £44.95
T.F.X. £39.95
Sherlock Holmes 3 £39.95
WC1 & Ultima 6 £19.95
Great Naval Battles £32.95
Underworld 1 & 2 £39.95
Monkey Island 1 £39.95
Space Quest 4 £39.95
SVGA Harrier £39.95
Ecoquest £35.95
Day of the Tentacle £35.95
Alone In The Dark £35.95
Dune £39.95
Tornado £39.95
WC2 & Underworld £39.95
WC1 Deluxe Edition £29.95

SIMULATIONS

Indycar Racer £32.95
Sim Farm £28.95
Task Force 1942 £32.95
Jordan In Flight £28.95
Links 386 Pro £33.95
Links 386 Courses £17.95
NHL Hockey £34.95
Pinball Dreams £29.95
Pinball for Windows £24.95
Sensible Soccer £24.95
X-Wing £29.95
X-Wing Imperial Pusuit £17.95
Privateer £34.95
Privateer Speech Pack £17.95
Sargon V £22.95

R.P.G.'S

Eye Of The Beholder III £27.95
Inca £29.95
Yserbius £29.95
Betrayal at Krondor £32.95
Ultima Underworld 2 £29.95
Wizadry 7 £29.95
Space Hulk £29.95

MAIN PRICES EXCLUDE VAT. DELIVERY IS FREE
FULLY INCLUSIVE PRICES ARE SHOWN !!!
ANY PRICES OR CONTENTS ARE SUBJECT TO CHANGE WITHOUT NOTICE

 **C.J. Rust Ltd** 
Multi Media Supplies
Tel: 0646 600092 Fax: 0646 602205
Spring Sale

ONLINE

NOW

LIMITED

“We know where to get the BEST Software for Christmas, do you?”



Get ONLINE NOW and find out !

- ★ Over 500 MB of Software Available. Wide range of applications.
- ★ Much of the software offered by the BEST libraries in the U.K.
- ★ No membership fees, subscription charges or direct debits.

Just your phone bill to pay.

Online Now = More than just a B.B.S.

Up to 9600 bps (MNP5), 8N1

Dial 0839 661177

Telephone charges 36p/min cheap rate 48p/min all other times.

Online Now Limited, Bridge House, Bridge Street, Walton on Thames, Sy. KT12 1AL.

For more information phone
0839 669977 (recorded).

**What happens when you
don't advertise...**



...nothing!

Call Mike Shepherd
NOW 071-631 1433

**LOOK! NO
NEED TO ADD
NO CREDIT
CARD
SURCHARGE**

ONLY THE BEST

COMPUTER SOFTWARE

7 CLEEVE WOOD ROAD, DOWNEND, BRISTOL, BS16 2SF.

TEL: 0272 401315/401316

CALLERS BY APPOINTMENT ONLY

MON-FRI 10am-7pm SAT 10am-5pm SUN TIMES VARY. ANSWERPHONE AT ALL OTHER TIMES.

All prices include VAT. U.K. postage add £1.00 per item. Prices subject to change. Access and Visa accepted. Please allow 7 days for cheques.

**THE BEST
VALUE AD
THE BES
SERVICE**

ACES OF THE DEEP £23.99
ACES OF THE PACIFIC - MISSIONS £23.99
ACES OVER EUROPE £27.99
AIR BUCKS V.I. £23.99
AIR COMBAT CLASSICS £26.99
ALCATRAZ £19.99
ALLEN BREED £18.99
ALONE IN THE DARK £26.99
ALONE IN THE DARK 2 £29.99
ANIMAYON CLASSICS £28.99
ARCADE CLASSICS MICROSOFT £14.99
ARCHER MACLEAN POOL £24.99
ARMOUR GEDDON £25.99
ATP £25.99
ATRAIN CONSTRUCTION KIT £15.99
AV88 HARRIER ASSAULT £17.99
B.I.F. FLYING FOOTRESS + Dog Fight £31.99
BATTLE CHESS 4000 £23.99
BATTLE ISLE 93 £16.99
BENEATH A STEEL SKY £24.99
BETRAYAL AT KRONOR £26.99
BLADE OF DESTINY £24.99
BLUE AND THE GREY £24.99
BLUE FORCE £25.99
BODY BLOWS £18.99
BRUTAL SPORTS FOOTBALL £22.99
BURNS RUBBER £19.99
CAMPAIGN 2 £24.99
CAR & DRIVER £22.99
CARRIERS AT WAR £22.99
CARRIERS WAR CONST KIT £22.99
CHAMPIONSHIP MANAGER V3 £18.99
CHESS MANIAC 5 MIL +1 £23.99
CHESSMASTER 3000 £24.99
CHESSMASTER 4000 TURBO £24.99
CIVILISATION £24.99
CLASH OF STEEL £24.99
COMBAT CLASSICS 2 £27.99
COMANCHE £13.99
COMMANCHE MISSION DISK NO 1 £16.99
COMMANCHE DATA DISK 2 £16.99
DARK SUN SHATTERED LANDS £26.40
DAY OF THE TENTACLE £26.40
DOG FIGHT £26.99
DRACULA £24.99
DUNE 2 £21.99
DUNGEON HACK £26.99
ELGAR SCROLLS £24.99
EUROPEAN CHAMPIONSHIP £19.99
EYE OF THE BEHOLDER 3 £24.99
F-15 STRIKE EAGLE II £26.99
FALCON 3.0 £36.99
FALCON 3.0 MISSION DISK £26.99
FALCON 3.0 M2G29 ADD ON £27.99
FANTASY EMPERIES £22.99
FIBRS OF GLORY £24.99
FIRE AND ICE £24.99
FLASHBACK £24.99
FLIGHT SIMULATOR £24.99
F55 SCENERY NEW YORK £15.99
F55 SCENERY PARIS £15.99
F55 SCENERY SAN FRANCISCO £15.99

FLIGHT SIMULATOR TOOL KIT £31.99
FORMULA 1 GRAND PRIX £27.99
FREDDY PHIAKUS £24.99
FRONT PAGE SPORTS FOOT PRO £24.99
FRONTIER ELITE 2 £24.99
FURY OF THE FURRIES £21.99
GABRIEL KNIGHT £24.99
GATEWAY 2 £24.99
GENESIA £24.99
GLOBAL DOMINATION £24.99
GOAL KICK OFF 3 £22.99
GOBLINS 3 £27.99
GREAT NAVAL BATTLES £24.99
GREAT NAVAL BATTLES MISS DISK £12.99
GUNSHIP 2000 £24.99
HAND OF FATE £24.99
HARRIER JUMPJET £26.99
HERBS OF THE THRONE £24.99
HIGH COMMAND £26.99
HIREG GUNS £24.99
HISTORY LINE £24.99
INCREDBLE TOONS £24.99
INCA II £24.99
INDY CAR RACING £27.99
INDY JONES FATE ATLANTIS £24.99
INNOCENT UNTIL CALIGHT £20.99
ISHAR 2 £19.99
JACK THE RIPPER £24.99
JAMES POND 2 £24.99
JURASSIC PARK £22.99
KASPOV'S GAMBIT £24.99
KINGMAKER £23.99
KINGS QUEST VI £26.99
LANDS OF LOR £21.99
LEGACY - RETURN OF PHOTOM. £31.99
LEGENDS OF VALOUR £24.99
LEIM PARK £24.99
LEMMINGS DOUBLE PACK £24.99
LEMMINGS THE TRIBES £24.99
LINKS 386 PRO £28.99
LINKS 386 SVGA COURSES £24.99
BANIFF SPRINGS, INNISBROOK, MAUNA KEA £41.99
THE BELTORY £24.99
LITTLE DUVIL £24.99
LOST IN TIME 1 & 2 £21.99
LOST WINGS £21.99
LOTUS ULTIMATE CHALLENGE £21.99
M-MAGIC V CLOUDS OF XEEN £30.99
M-MAGIC V DARKSIDE OF XEEN £30.99
MAEL STROM £24.99
MAN U.S. FOOTBALL £24.99
MASTERS OF ORION £27.99
MERCEANERIES £24.99
MICROSOFT GOLF (WINDOWS) £24.99
MONKEY ISLAND 2 £22.99
MONOPOLY £24.99
NFL FOOTBALL £24.99
NHL ICE HOCKEY £26.99
NICK FALDO GOLF £24.99
OMAK SHARPS BRIDGE £24.99
PACIFIC STRIKE £29.99
PACIFICATOR £24.99
PATRIOT £27.99

PINBALL DREAMS £27.99
PIRATES GOLD £26.99
POLICE QUEST 4 £24.99
POOL PC £24.99
POPULOUS 2 £21.99
PREMIER MANAGER 2 £21.99
PRINCE OF PERSIA 2 £24.99
PRIVATEER £24.99
PRY ATEER SAP £11.99
PROTESTAR £24.99
QUEST FOR GLORY 4 £24.99
VALHALLA £24.99
RAILROAD TYCOON DELUXE £24.99
RALLY £24.99
REACH FOR THE SKYS £22.99
RED BARRON - MISS BLOND £27.99
RETURN OF THE PHANTOM £29.99
RINGWORLD £28.99
RYDER CUP £19.99
SEN-1 SEA WOLF £27.99
SVGA HARRIER £27.99
SW-1 SEA WOLF £18.99
SAM & MAX £26.99
SCRABBLE £20.40
SECRET WEAPONS LUFTWAFFE £26.99
SENSIBLE SOCCER £24.99
SEVEN CITIES OF GOLD £24.99
SHADOW OF THE COMET £26.99
SHADOWCASTER £26.99
SHIMAZON £24.99
SHADOWWORLD £22.99
SHERLOCK HOLMES THE LOST FILES £24.99
SILVER BALL £21.99
SIM CITY 2000 £21.99
SIM CITY DE LUXE £21.99
SIM FARM £24.99
SIMLIFE £24.99
SINK OR SWIM £17.99
SOCCER KID £16.99
SPACE CRUSADE £19.99
SPACE HULK £26.99
SPACE LEGENDS £21.99
SPACE QUEST 5 £26.99
STARLORDS £27.99
STONEKEEP £24.99
STAR TREK 2 JUDGEMENT RITES £27.99
STREETFIGHTER 2 £18.99
STRIKE COMMANDER £21.99
STRIKE COMMANDER SAP £13.99
STRIKE COMMANDER TACTICAL OPS £24.99
STRONGHOLD £22.99
STUNT ISLAND £28.99
SUB WARS 2000 £27.99
SUPER LEAGUE MANAGER £19.99
SYNDICATE £26.99
SYNDICATE AMERICAN REVOLT £24.99
TAKE A BREAK PINBALL £21.99
TANK FORCE 1942 £27.99
TERMINATOR RAMPAGE £24.99
TFX £27.99

TIM TONTO'S £24.99
TORNADO £27.99
TORNADO OF DESERT STROM £16.99
ULTIMA 7 £24.99
ULTIMA 7 PART 2 SEPARATE ISLE £27.99
ULTIMA UNDERWORLD £24.99
UNDERWORLD 2 £24.99
UNLIMITED ADVENTURE £22.99
UNLIMITED ADVENTURE 2 £24.99
V FOR VICTORY 3 £27.99
V FOR VICTORY 4 £27.99
VICTORY AT SEA £24.99
VEL OF DARKNESS £22.99
WHI BATTLES OF SOUTH PACIFIC £27.99
WAR IN RUSSIA G. RIGSBY £21.99
WARRIORS 2 £26.99
WARKLORDS 2 £26.99
WHEN TWO WORLDS WAR £21.99
WING COMMANDER 2 £24.99
WING COMMANDER AC ADEMY £16.99
WORLDS OF LEGEND £27.99
X-WING £11.99
X-WING (IMPERIAL PURSUIT) £15.99
XANTH £24.99
XENONOTS £24.99
YERIBUS £21.99
ZORK £21.99

GOBLINS 2 £23.99
GREAT NAVAL BATTLES £27.99
GUINNESS DISK OF RECORDS 93 £24.99
HISTORY LINE 1914-18 £24.99
JULIAN £23.99
INDIANA JONES £24.99
JULIAN £24.99
KINGS QUEST VI £28.99
LANDS OF LOR £24.99
LAURA BOW 2 £27.99
LEADBOARD COLLECTION £24.99
LEGEND OF KYRANDIA £27.99
LINKS COLLECTIONS £24.99
LOOM £24.99
MAD DOG MCCREE £24.99
LOST IN TIME £24.99
MAD DOG MCCREE £24.99
MAN ENOUGH £24.99
MAD DOG MCCREE £24.99
MICROSOFT GOLF £24.99
MONKEY ISLAND £24.99
PROTESTAR £24.99
REBEL ASSAULT £24.99
RETURN TO ZORK £21.99
RINGWORLD £24.99
RINGS OF THE KINGS £24.99
LOST IN TIME £24.99
MAD DOG MCCREE £24.99
MAN ENOUGH £24.99
MAD DOG MCCREE £24.99
MICROSOFT GOLF £24.99
MONKEY ISLAND £24.99
PROTESTAR £24.99
REBEL ASSAULT £24.99
RETURN TO ZORK £21.99
RINGWORLD £24.99
RINGS OF THE KINGS £24.99
LOST IN TIME £24.99
MAD DOG MCCREE £24.99
MAN ENOUGH £24.99
MAD DOG MCCREE £24.99
MICROSOFT GOLF £24.99
MONKEY ISLAND £24.99
PROTESTAR £24.99
REBEL ASSAULT £24.99
RETURN TO ZORK £21.99
RINGWORLD £24.99
RINGS OF THE KINGS £24.99
LOST IN TIME £24.99
MAD DOG MCCREE £24.99
MAN ENOUGH £24.99
MAD DOG MCCREE £24.99
MICROSOFT GOLF £24.99
MONKEY ISLAND £24.99
PROTESTAR

Bargain.Bin

When the PC Zone team were wee you could buy a computer game for 1p. Those were the days. Now it's 50 sovs. But there is hope for nostalgia nuts such as ourselves - budget games. For around 15 quid you can find some real classics. This month we blow the dust off the likes of Indy 500 and Wing Commander.



Bobbing along at the bottom of the beautiful briny sea in Silent Service II.

Combat Classics 2

THIS THREE-GAME compilation from Empire contains *Silent Service II*, a submarine warfare game; *Pacific Islands*, a tank-based strategy shoot 'em-up, and *F-19 Stealth Fighter*, a flight simulator.

Silent Service II is the only one that has aged with the kind of maturity that seems to have eluded Jimmy Saville. It's still a cracking game, full of tension and strategic challenge. It also helps that there are very few, if any, other submarine simulations on offer to the potential navalist, not that it would matter. *Silent Service II* is more than game enough to battle with rivals, although it might have a problem with a couple of forthcoming titles from MicroProse and Dynamix. Still, that is then and this is now and let's face it, there is no finer deep submergence simulator in any of the gaming world's present nooks and crannies.

Pacific Islands on the other hand, just isn't one of those Earth-shattering monumental games that you will return to year after year. It's the kind of game you'd enjoy if you weren't paying for or if it was part of a compilation that you'd bought in order to acquire a different game. Which is probably kind of fortunate under the circumstances then isn't it?

F-19 Stealth Fighter (which begat *F-117A Stealth Fighter 2.0*) has most definitely 'had its day' as Sir Robin Day might put it. Not only has it since been superseded by its own update, but it has also, in turn, been surpassed by just about every other flight simulator to be released since. And as if that wasn't enough, the US military decided not to release the official F-19 anyway, going for the F-117 instead. It can't even be recommended as a simple flight simulator: the flight model was from a time when all of MicroProse's birds handled equally as unrealistically; the graphics were little more than crude polygon affairs and the sound didn't bear commenting on. This is the dead-weight of the package. *Simon Bradley*

One classic and two rather second rate duds.

SCORE

50

specs

Min. Memory: 640K
Min. Processor: 286

Min. Speed: 16MHz Installation: Essential Min Hard Disk: 3-4Mb
Min. Graphics: EGA Soundcards: Ad-Lib, Sound Blaster, Roland
Controls: Keyboard, Mouse, Joystick

Price: £34.99 Out: Now Publisher: Empire Telephone: 081 343 9143



I will not crash into my opponents. I will not crash into my opponents. I will not... Oh what the hell. Come here you bastards.

Indianapolis 500

I WONDER, AS I sit here with a cup of tea in my hand, a packet of chocolate digestive biscuits lying on the desk and the noble tones of Danny Baker wafting over the airwaves, whether or not one is allowed to criticise *Indianapolis 500*? Whether a small and unnoticed journalist can draw attention to the fact that a single elliptical racing track is limiting to gameplay, that drivers who seem not to notice your existence on the track (and subsequently attempt to take the next corner by driving into the back of your car) turn every race into a multiple pile-up, and that it is an act of the supremest concentration not to just give up the race, turn the car around and embark on a spree of destruction that would make the combined works of Messrs Schwarzenegger, Stallone and Willis seem tame by comparison?

No, of course I can't. Because *Indy 500* is a member of that strange group, a group that includes titles like *Frontier Elite II* and *Street Fighter II*; a group that are the Freemasons of the computer gaming world, a group whose flaws everyone overlooks in the rush to heap another superlative on the bonfire.

To anyone that would turn to me and say: '*Indy 500* is just as playable today as it was when it first came out,' I say piffle. *Indy 500* was just as playable as when it first came out, but since then we've seen *Formula One Grand Prix* and *IndyCar Racing*. Two games which have taken the words 'playable driving games' and re-written their definition. I would rather save the 15 quid needed for *Indy 500* and put it towards the asking prices for those two.

I'm probably public enemy number one by now, so before the lynch mob hammer down my door I would just say that *Indy 500* was a good game. It had flair, panache, excitement, but so do those other two I mentioned, and they have so much more besides. *Paul Presley*

A once-great giant succumbs to the ravages of time.

SCORE

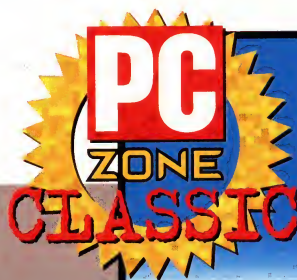
65

specs

Min. Memory: 512K
Min. Processor: 286

Min. Speed: 8MHz Installation: Optional Min Hard Disk: 1Mb
Min. Graphics: CGA Soundcards: Ad-Lib, Sound Blaster, Roland
Controls: Keyboard, Joystick

Price: £14.99 Out: Now Publisher: Hit Squad Telephone: Ocean 061 832 6633



Tornado Desert Storm Extension

IF you are already familiar with Digital Integration's *Tornado*, ignore this paragraph. If not, welcome to Planet Earth, and I hope you enjoy your visit. *Tornado* is a full blown, all singing, all dancing simulator of the RAF's two-seat strike and air defence aircraft. The operative word here is simulator. This is not a game – ground-breaking graphics and digitised speech have been eschewed in favour of a startlingly realistic flight model and a brilliant mission planner, coupled with graphics which are quite acceptable (and very smooth) and a strong campaign mode. To put it simply, *Tornado* is the most accurate simulation of modern air warfare that you are likely to find without joining up. At the moment.

Every silver lining has a cloud, though, and here the cloud is called workload. As the *Tornado* is a two seater, the pilot and navigator share the burden. You, however, are a single player, so you have to fly and think both at once. It also helps if you can use a keyboard, joystick and mouse simultaneously, while occupying both seats and watching two sets of instruments. There will come a time when you approach your target at 200 feet, line up perfectly, commit your bombs at the release point and... fire your cannon ahead because you haven't selected the right weapon package from the back seat. Despite this, there is no facility to link computers for a two player one aircraft set-up, like *Strike Eagle 3*, although the usual head to head function is included. That minor gripe aside, there is really nothing to criticise.

In its latest form, *Tornado* incorporates an extra warzone containing a campaign and a series of single missions. Entitled *Desert Storm* and set in (you guessed it) the Gulf War, this latest upgrade is available as an add-on for existing users and, for a brief period, as a limited edition bundle for new buyers. What you get for your money is 30 per cent more missions, a beefed up and smarter enemy and an aeroplane painted desert pink. In fact, Digital Integration has taken the trouble to recolour all of the vehicles and aircraft, a neat touch which many other publishers could benefit from imitating. Although the test copy wasn't finished, Digital Integration says that the front end screens will be sort of deserty as well. There will be a supplement to the already excellent manual, giving a historical overview of the Desert Storm campaign (for the benefit of our alien visitors), and any glitches, hiccups and other bugs existing in the program will hopefully be sorted out. Working on the basis that if it ain't broke, you don't fix it, the actual simulation and gameplay (for want of a better word) are unchanged. That means the same career progression, the same mission planner and the same structural failures because you've forgotten to retract the flaps or sweep the wings or something.

Tornado Desert Storm is an excellent addition to an already accomplished simulation. The atmosphere is excellent, and the less than state-of-the-art graphics can be easily forgiven by the smooth scrolling and bags of extra features offered by the package. If you only ever buy one real simulator, make it this one. If you want a game, though, go buy something else. *Simon Bradley*

Grin factor: 2/10 Pucker factor: 9/10

SCORE

95

Specs

Min. Memory: 1Mb (4Mb recommended)

Min. Processor: 386/16 (486/33

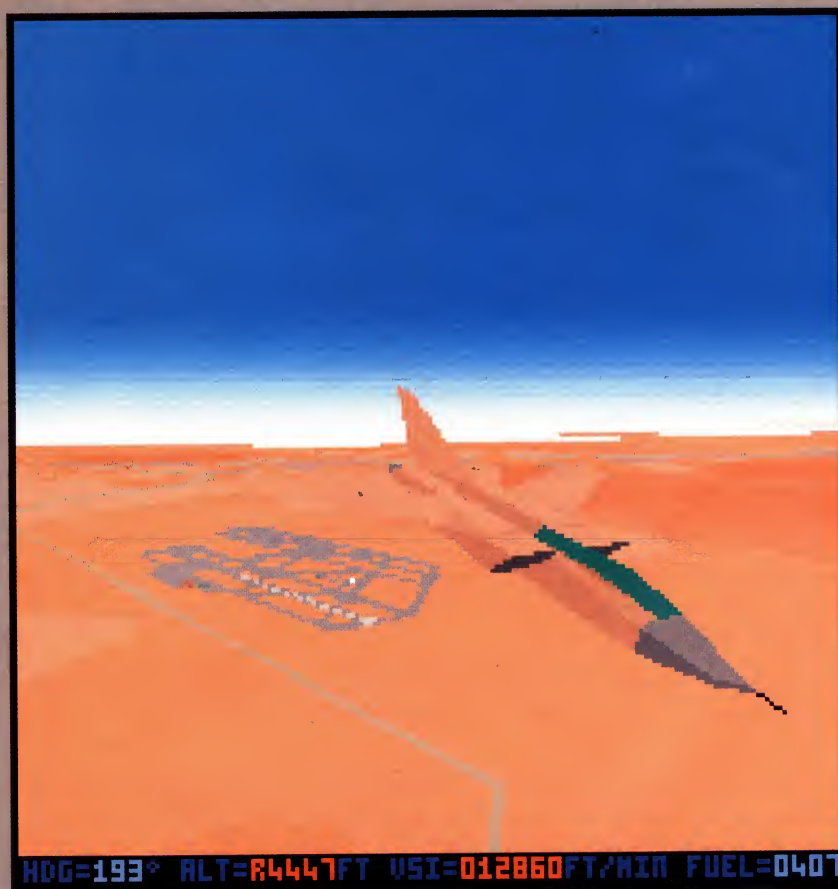
recommended) **Min. Speed:** 16MHz **Installation:** Essential

Min. Hard Disk: 8.7 Mb **Min. Graphics:** VGA **Soundcards:** Sound Blaster, Ad-Lib, Roland **Controls:** Keyboard, Mouse, Joystick(s), Thrustmaster (FCS only). (Mouse essential)

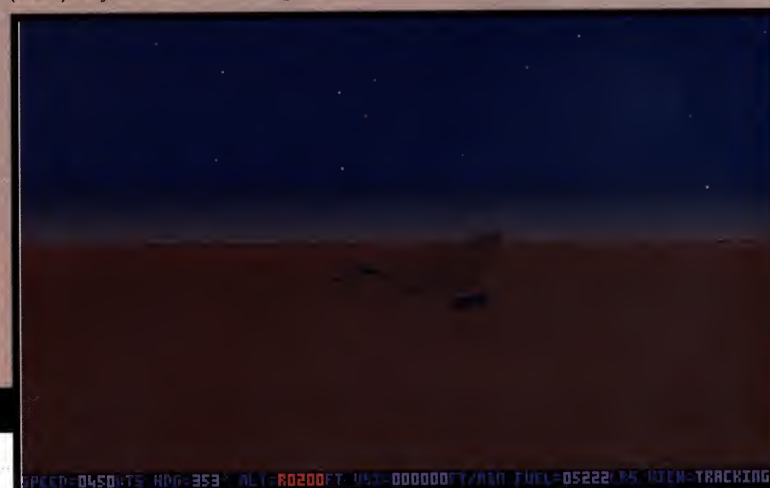
Price: £19.99 **Out:** Now **Publisher:** Digital Integration **Telephone:** (0276) 684959



I'm sure I had two engines when I left.



(Above) When I asked them for a pink one, I was only kidding!
(Below) Okay, who turned out the lights?





Kneeling, the hordes sway and chant as a stately winged nightmare steps forward.



(Top) No, I didn't say you had halitosis and smelly feet. I said I wanted a ham and cheese toastie and tea.

(Above) Now there's something you don't see every day.

(Below) The start of a long, long saga.



Ultima VI: The False Prophet

A WRITER SO rarely gets the chance to use the VI numeral these days so expect me to mention the title of Lord British's turning-point RPG a fair number of times over the next 300 or so words. *Ultima VI* was merely an extension of the fifth in the long-running saga. It had nicer graphics and a swisher interface, but no one really saw it for what it was until *Ultima VII* (another neglected figure) arrived. Then people realised that the *Ultima* tale was a force to be reckoned with and that *Ultima VI* was the game that sparked its meteoric rise to the top.

But to the game. How is it now? Has it lasted? Can it, as the less-literate might put it, 'hold its head up' with today's Alternate Lifestyle Givers (I'm fed up with the term Role-Players)?

The thing is, any *Ultima* or ALG fan will no doubt already own *Ultima VI*. It was a required purchase when it was first released and has been included in a number of compilation *Ultima* and CD-ROM packages since. I couldn't really recommend it as an introductory to this rich and varied genre either. The story is too complex and there's just too much going on, a newcomer would be swamped in minutes. It would be akin to diving headfirst into a proctologist's exam as an introduction to first aid. You start with an ssi game and move on to *Origin* when you're ready for something bigger.

If you are ready though, or if you are an experienced gamer without this title in your collection, now would be the perfect time to purchase *Ultima VI*. When comparing it to its older brothers, £14.99 is the ideal price to pay. *Paul Presley*

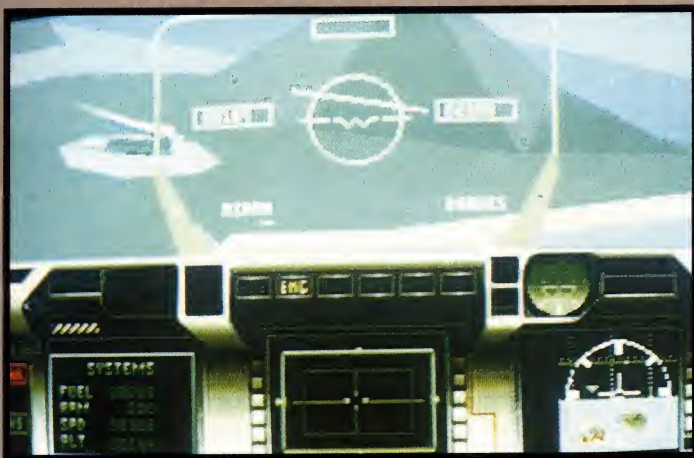
Not a game for thrill-seekers but an ideal purchase price for fans of the genre.

SCORE	specs	
	Min. Memory: 530K	Min. Processor: 286
80	Min. Speed: 16MHz	Installation: Essential
	Min. Hard Disk: 4Mb	Min. Graphics: Hercules
	Soundcards: Ad-Lib, Sound Blaster, Roland, Innovation, Covox	Controls: Keyboard, Mouse

Price: £14.99 Out: Now Publisher: Hit Squad Telephone: Ocean 061 832 6633



Chocks away and tally ho as your 'kite' takes off into the wild blue yonder.



Up in the air, checking your instrument panel is equally as important as that flying stuff.

F-29 Retaliator

A HEAD OF ITS TIME' is a curious phrase which, I like to think, can mean a game whose graphics were far beyond anything seen at the time of its original release, and as such can be used to describe *F-29 Retaliator*. The guys and gals at Digital Image Design certainly outdid themselves with the visuals on the original version of *Retaliator* and one could quite easily comment that they would certainly 'cut the mustard' with some of today's games too.

Despite this I seem to remember (and my memory may be faulty, it's very hard to check so please write in and correct me if I am wrong) that there was some concern expressed over the ability to land the F-29 of the title. It was either impossible or had a curious bug that made it unrealistically easy. All I can say is that the game doesn't suffer. And since a flight simulator without a campaign is like a new-born baby without an umbilical cord, a plus point to this game is that it has a campaign option to give it all something more of a purpose than just to fly a good-looking plane in a plain-looking sky. I'll just finish by saying that *F-29* is still a reasonably wonderful flight simulator. There. I trust my contract is now filled Mr Jarleck. I must return home now. I don't feel quite so well... (What is he on? Ed.) Paul Presley

Still flying with some of the best of them.

SCORE

77

specs

Min. Memory: 640K

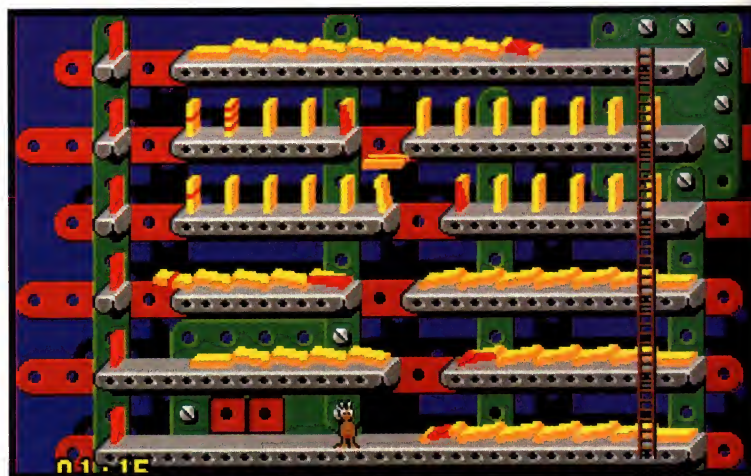
Min. Processor: 286

Min. Speed: 16MHz Installation: Optional Min Hard Disk: 2Mb

Min. Graphics: EGA Soundcards: Ad-Lib, Sound Blaster, Roland

Controls: Keyboard, Mouse, Joystick

Price: £14.99 Out: Now Publisher: Hit Squad Telephone: Ocean 061 832 6633



What's a Meccano kit doing in an ant hill?

Pushover

FOR THOSE LATERAL thinkers out there who always gained a greater sense of achievement from tumbling dominoes as opposed to playing *Fives And Threes*, this game is for you.

Pushover is essentially a 100 level puzzle game set in an ant hill. The game incorporates sets of blocks strewn all over the place, which stand on end – until you push them over. Most of the blocks fall much as you would expect a block to fall when pushed, but others which have special qualities, 'bridgers' for example bridge gaps, 'tumblers' tumble and 'stoppers' – quelle surprise – stop.

Targeted at younger teens and fanatical puzzle gamers, you will find there are not many rules to this game, except that the last block to fall (out of the set presented to you to topple) must be the 'trigger block', and more often than not, only minor adjustments are necessary to preceding blocks to achieve this.

In working through the levels you must also collect 10 packets of Colin Curlies' Quavers, which the stupid mutt lost down the aforementioned ant hill.

Enter G.I.Ant your very own general labourer who tirelessly humps, drops and pushes the blocks around, and when not humping, dropping and pushing he yawns and taps his feet, something I found myself doing throughout much of the game. An all too easily accessible Help function is available when time has expired on any level, providing you with a cryptic clue to the solution. Stranger still, Tokens (earned by completing each level) or Quavers (earned by completing 10 successive levels) are not used as a means of penalising, so those that give up easily, or just cheat, will bore themselves senseless, waiting for the time to expire, viewing the clue and replaying the level. The background is static and changes periodically.

The music does little or nothing to salvage the game from the 'done it, nuked it' pile, being much as you would expect with the rudimentary blips, crunches and natty melodies on level completion.

In conclusion, though dated in idea the more complex puzzles towards the end do require some analytical brainwork, but there is not much scope for creative thinking. *Pushover* is an inexpensive entry level puzzle game with which the uninitiated can test the waters. Sheldon May

Unusual and relatively challenging puzzler.

SCORE

60

specs

Min. Memory: 580K

Min. Processor: 286

Min. Speed: 12MHz Installation: Optional

Min. Hard Disk: 2Mb Min. Graphics: MCGS, EGA, VGA

Soundcards: Ad-Lib, Sound Blaster, Roland

Controls: Keyboard, Joystick

Price: £12.99 Out: Now Publisher: Hit Squad Telephone: 061 832 6633

JOIN THE SQUAD... PLAY THE PC HITS

MAXIS
ARTDINK

A-TRAIN™

TRAINS
CREATE A TRANSPORTATION SYSTEM

CITIES
MASTERING A METROPOLIS

MONEY
BUILD A FINANCIAL EMPIRE

THE (RAIL) ROAD TO RICHES !


Cities all over the world are masses of idling, polluting, honking cars. We need mass transit - but local, state and national governments haven't been able to make it work. If you can create and operate a successful privately held mass transit operation, you'll do the world a service and reap huge financial rewards - but that's only the beginning... First, manage your railroad - transport passengers and freight, extend your lines, and develop the most efficient and profitable routes and schedules. Then, borrow from the bank, buy and develop land, expand your holdings into hotels, factories, resorts and department stores, play the stock market, and build a financial empire.

"One of the best strategy games available." PC FORMAT

1 9 . 9 9

Created by Artdink. Trademark & Copyright 1991 Artdink and Maxis. All Rights Reserved worldwide.

JOHN MADDEN
FOOTBALL™



ELECTRONIC ARTS® Robin Antonick and John Madden

BIG, TOUGH, BONE-CRUNCHING !

All the hard-hitting action of real American Football. The scrolling 3D playfield captures the speed of the real game, with total control of any player, from quarterback to kicker. IsoVision™ passing camera zeroes in on receivers racing down the field - choose plays with ease from Madden's on-screen playbook.

- * Block tackles, dive, jump and 'sack' the quarterback !
- * Real weather conditions - tough it out in the rain, mud and snow.
- * 1 or 2 players - play head-to-head.
- * Includes Quick Guide to American Football.

"The best American Football game on the market..."

"Stands head and shoulders above everything else...excellent."-93%

John Madden American Football™ and Electronic Arts are trademarks of Electronic Arts. © 1988, 1993 Electronic Arts, Inc. All Rights Reserved.

1 4 . 9 9

1 2 . 9 9



Niffa, the feline family friend, has been catnapped, along with Wizball and Wizard. They've all been thrown into the dungeons of Zark's castle - except Niffa, who has been imprisoned in the Turtle Jail. Got all that? Good, and that is just the start of your adventure. Go for it!

Gorge yourself on a feast of crazy, zany graphics and a gameplay that will have your joystick pleading for mercy.

"Skillful, slick, bags of humour."

PC FORMAT

© 1992 Sensible Software.

9 . 9 9



TWO
COPS - BOTH
LETHAL !

A multi-level shoot 'em up based on aspects of all three Lethal Weapon movies. You can choose to be either one of the two high fire-power cops.... each having his individual strengths - and weaknesses ! There are many missions to complete, including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the gameplay. It's mean, fast and...LETHAL !

"LETHAL WEAPON" characters, names and all related indicia are trademarks of Warner Bros. Inc. © 1992

1 4 . 9 9



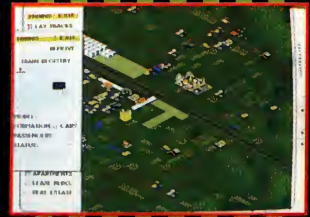
YOU'RE
ONLY AS GOOD AS
YOUR NEXT RACE !

Race on the most famous tracks in the world. Money, skill and the right car are the key to your success - each car is a new experience ! Sprint Cars, Modifieds, Stock Cars, Sport Prototypes, Formula One and Championship Cars. Instant replays from 6 camera angles !

"Great graphics, excellent sound and brilliant gameplay... An unmissable buy for PC owners."

CRVG - 94%

Mario Andretti's Racing Challenge is a trademark of Electronic Arts. Software © 1991, 1993 Electronic Arts, Inc. All Rights Reserved.



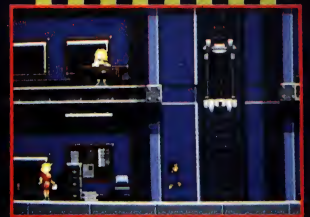
A-TRAIN



JOHN MADDEN
FOOTBALL



WIZKID



LETHAL
WEAPON



MARIO ANDRETTI'S
RACING
CHALLENGE



HIT SQUAD
2 CASTLE STREET · CASTLEFIELD
MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633
FAX: 061 834 0650



Taking on the might of government forces is made easy in Syndicate: American Revolt.

Syndicate: American Revolt

SYNDICATE IS PROBABLY NOT a game your mother would like, unless of course your family name is Borgia. It is extremely, no, gratuitously violent, amoral and devoid of any humanity. It is also hugely entertaining, highly addictive and worryingly enjoyable. The scary thing is that there is a perverse pleasure to be had, after a lousy journey home at the mercy of Network Southeast, in blowing the crap out of a bunch of civilians, enemy cyborgs, trains, cars, and anything else that moves. Mission objectives can be achieved with as few or as many extra casualties as you may wish. Some missions need a little discretion, but most are unaffected by the body count. Once your research teams have developed the hardware, you can take on anything you want with impunity. Just send your bio-engineered psychos out into the world, crank up their adrenaline levels and kill everything that you see. Okay, so there is quite a strong tactical element to the game, and you do need to think, as well as shoot, your way out of some situations, but generally after a couple of tries the missions become quite simple and, eventually, a little repetitive.

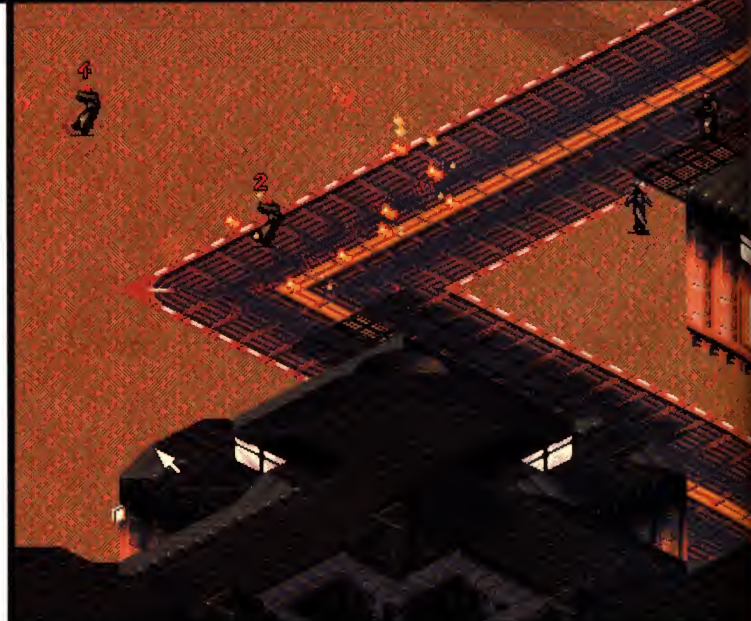
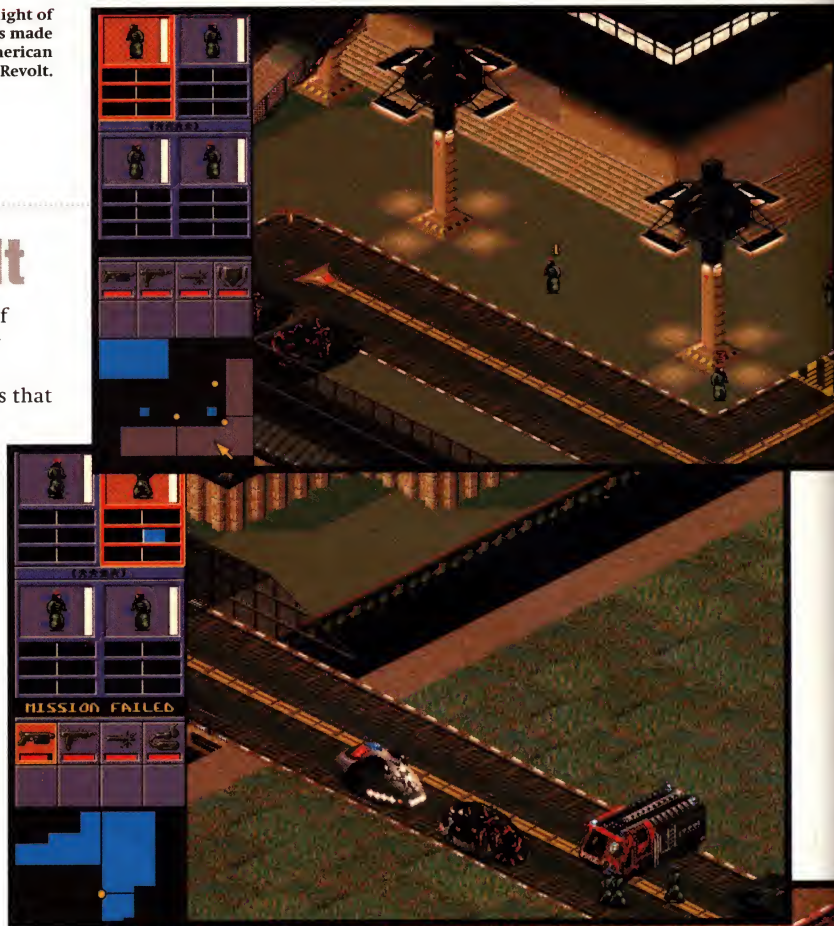
American Revolt addresses these problems in a characteristic, *Syndicate* sort of way. The enemy cyborgs are now seriously hard to kill or outwit. They are armed to the teeth and often start firing at you before you've even worked out which weapon to use. They have also realised that by working together they can beat you more efficiently than if they fight amongst themselves.

Bullfrog has also added a superb touch. Those of you fortunate enough to have a particularly broad minded administration at work now have the opportunity to install *Syndicate* on your Novell compatible network and play against up to seven other human opponents, each controlling their own teams of cyborgs. There are ten missions to complete, each with the sole goal of being the last alive. This adds a great new element, and makes the game as a whole far more challenging, as human opponents will not always react in the logical and predictable way that the computer will.

To help you assist the opposition into the next world, a couple of new gadgets have been added. These become available, as usual, after spending suitably enormous amounts on research and development. First of all, a holographic device which allows you to disguise your agent as a normal civilian and so infiltrate enemy squads with impunity. This only works against human opponents, though, as the computer always sees through it. Even more amusing is the facility to call in air strikes once you have developed the homing device. If you thought that time bombs were destructive, you ain't seen squat. You want to make a really big mistake? Wait until the enemy agent drops a marker and pick it up to take back to the R&D boys. Then the air strike follows you wherever you go, and ten seconds later you get blown to a pulp, fried, flambéed and char grilled. All at once. When you have developed the technology, though, this is a great way to stock up on new entrants to the afterlife if you so wish.

To sum up, *Syndicate: American Revolt* is excellent if you have access to a Novell network and an understanding boss. If not, the extra challenge of tougher, smarter and better equipped enemies will either provide lasting appeal or it won't. Personally, I think I preferred the original. But that may only be because I could win at it. *Simon Bradley*

Makes the original look like a game.



SCORE

80

specs

Min. Memory: 4Mb

Min. Processor: 386

Min. Speed: 25MHz Installation: Essential

Min. Hard Disk: 12.5 Mb Min Graphics: VGA

Soundcards: Sound Blaster, Ad-Lib, Roland

Controls: Keyboard, Mouse

Price: £19.99 Out: Date Publisher: Bullfrog Telephone: Electronic Arts (0753) 549442



The map screens are adequate but zooming and rotation require practice.

Powermonger

POWERMONGER, THIS TIME it's war! The story so far... once you were King - until an earthquake abruptly ended your regal status, and now, not caring for life as a humble commoner you set forth overseas with what few remaining subjects you have, to battle for a new Kingdom. Your task is to conquer 195 separate territories, in each of which you must gain control of 2/3 of the population. You achieve this by applying various strategies within each territory, but ultimately it comes down to war.

Exactly how you fight that war, or perform other functions like trading or diplomacy, is decided by your level of aggression at the time of giving the order, but you can move from passive persuasion to complete butchery of the local 'populous' (a small clue to the roots of this game) depending on your strength - and your mood.

Unfortunately after successful completion of each territory, regardless of how gross and well-equipped your army, you must begin afresh with only a handful of ill-equipped men. This does allow much testing of different strategies, but also makes the game feel very fragmented. Oddballs who find stealing weapons and macabre scenes of mindless violence being inflicted on enemy personnel morally reprehensible, can chose instead to invent and manufacture various weaponry from ploughs to cannons. What you can invent depends on the people and facilities of the towns you occupy, and is limited to only eight items, and weapons of genocide are not on the list.

Aspiring diplomats will be disappointed by the lack of scope in this field, being restricted to making treaties or trading weapons and pots for food, but as the conquests become increasingly difficult your effective use of diplomacy becomes essential for success.

Rarely does one play a game where sound plays such an integral role as opposed to just being peripheral knobs and bells to make the game more interesting. The sound of wood being chopped or metal being worked means a nearby tribe is inventing and manufacturing pikes or swords, sheep bleating denotes a nearby rogue larry just asking to be served as lamb chops. Seasons change too, and the wind noise gives warning of winter approaching. The sound does much to enhance gameplay.

Powermonger is good fun and is supported by a good engine and a smooth, if sometimes confused, mouse interface, but it loses the long term strategy element required to play with the big boys, being a fraction of their price and not being hard disk hungry. It's a game to install and return to periodically, 195 times in fact. *Sheldon May*

One of the classic games, still well worth a visit.

SCORE

74

specs

Min. Memory: 590K

Min. Processor: 286

Min. Speed: 15MHz Installation: Essential

Min. Hard Disk: 2.5Mb Min. Graphics: EGA

Soundcards: Ad-Lib, Sound Blaster, Roland

Controls: Mouse only

Price: £14.99 Out: Now Publisher: Hit Squad Telephone: Ocean: 061 832 6633



Oh dear, looks like one too many lager shandy's in the pub last night.

AV8B Harrier Assault (SVGA)

SIMIS, THE COMPANY which actually coded AV8B Harrier Assault has, in the past produced games which are, to be kind, playably challenged. MiG 29 Fulcrum was, by all accounts, an accurate flight model of an unusual aircraft. The problem was that the variety of missions was limited and the graphic presentation left a lot to be desired. The follow-up, AV8B Harrier Assault was a huge improvement, offering a mission planner of a complexity to rival that of Falcon 3 coupled with an acceptably accurate flight model and a huge variety of missions. The graphics were nothing really spectacular, although they were probably no less acceptable than those in similar simulators available at the time. The biggest problem was the interface for mission planning, which was about as intuitive and user-friendly as your average EEC policy document.

Now Domark has addressed one of the most trivial niggles with the original game and produced an SVGA version. To be more specific, it has produced a VESA SVGA version. If your card does not support VESA, as with many earlier SVGA cards, you will notice no difference at all. Having said that, the graphics of the original were really not that bad (apart from the steadfast refusal of Simis to include shadows and their omission of decent external views). The net result is the smoothing out of the ground contours and the improvement of the already good sky rendering. Otherwise, there is little obvious difference. There are certainly games on the market which are better presented graphically. There are also some complete turkeys masquerading as flight sims. AV8B gives you masses of playability and, despite the remaining irritations, this is no turkey. *Simon Bradley*

Improved graphics marginally improve an already good sim.

SCORE

75

specs

Minimum Memory: 2Mb

Minimum Processor: 386

Minimum Speed: 25MHz Installation: Essential

Minimum Hard Disk: 3-6Mb Minimum Graphics: VGA

Soundcards: Sound Blaster, Ad-Lib

Controls: Keyboard, Mouse, Joystick, Thrustmaster.

Price: £44.99 Out: Now Publisher: Domark Telephone: 081 780 2222



Wing Commander

OH, WHAT A COQUETTE of a game. The original title was controversial, for no more reason than it needed a powerful machine. The division it caused in journalistic circles was amazing, for one who considered himself something of an outsider, to watch. Hard-bitten hacks savaged it, tearing apart all of its memory requirements and fancy graphic techniques, while technophiles did cartwheels over it for the same reasons. You must remember that these were the early days of British PC gaming and how could we possibly know that our high-brow word processors were going to turn into the home entertainment centres they are today?

I liked it for no more reason than it was fun. I remember many a happy lunch hour or two losing myself in the battle against the Kilrathi. We had no idea an even more controversial sequel would appear and *X-Wing* wasn't even the merest of twinkles in LucasArts' eye when we first began to play this. But this was all we gung-ho space jockeys had then.

And, I'm glad to report, it still plays well. Better, some might say, than its sequel. Not, others would voice, as good as *X-Wing*. But, a couple would chip in, it is at a budget price.

It's *Wing Commander*, and there's nothing you can really add. You'll love it or you'll hate it, whatever its age and price and nothing I could say will change your opinion. You'll either embrace its pixelly bitmaps and use of the word 'bastard' in one of the text bits with open arms, or you'll turn up your nose, sniff haughtily and rankle with distaste when you think about how it has been responsible for all those other Commander games as well as that one that thinks it's *Elite*. I know which way I'm facing and my mark is given accordingly. Feel free to ignore it, this is a democracy after all. *Paul Presley*

It's Wing Commander.

SCORE 75	specs	Min. Memory: 640K
		Min. Processor: 286
	Min. Speed: 16MHz	Installation: Essential
	Min Hard Disk: 6Mb	Min. Graphics: EGA
	Soundcards: Ad-Lib, Sound Blaster, Roland	
	Controls: Keyboard, Mouse, Joystick	

Price: £14.99 Out: Now Publisher: Hit Squad Telephone: Ocean 061 832 6633



(Top) "...and that's Cassiopeia, and that one's the Big Dipper, and that one's an incoming missile, and there's Epsilon Ind..."

(Above) 'Now listen up men. No one enjoys a good joke more than me but... well, I'd like the first officer back. It's been a fortnight now and we could really use his help with the attack.'

(Below) Gerroff, that's a save/load screen? Nah, you're having me on.

Bottom: Those boot were made for running, la la la...



*** THE GATES OF THE *** UNDERWORLD BULLETIN BOARD SYSTEM

081 813 5003 0891 318 414/0891 318 412
TO VIEW THE SYSTEM TO DOWN LOAD

ALL MODEMS SUPPORTED. DUAL STANDARD (ALL SPEEDS)

3 Gigabytes on-line and 5 Gigs held on tape.
File areas covering everything
from Windows/Games/OS2/Assembler/Basic/Business/
Education/Religion/Clip Art/Desktop
Publishing/Accounts/Cad/Printers/Spreadsheets/Word
Processing/"C"/Pascal/Music and Games/Games/Games
Hints/Tips & Cheats for most PC Games/Sega & Nintendo.

Loads of new files are being added to the system each month,
Request Area!!!! Chat Area!!!! Sales and Wants, Upload Area,
Friendly Sysop Support.

All viewing time is charged at normal rate, onboard help is available for
the newcomer and a PC support live line is available for instant
voice help.

PC HINTS TIPS & CHEATS

0891 318 410

All calls to 0891 are charged at 36p per minute cheap rate/48p minute peak rate.

HOME GROWN PRODUCTIONS LTD.
PO BOX 193 HAYES, MIDDLESEX.

PC SERVICES



Computer Music Specialists

PC Services has been specialising in MIDI and music software since 1987. All programs are official UK versions, providing full support and upgrade paths. Phone for friendly help and advice on MIDI, music software and sound cards. Demonstrations by appointment.

PC Drummer £49 for Windows

Having trouble with your drum tracks? PC Drummer provides an effective way to produce patterns and rhythm tracks for inclusion in your songs, just by clicking on the drum pattern grid. Outputs standard MIDI files for importing into other MIDI software. At this price every MIDI setup should have one!

Audition GS for Windows

A brand new UK written Windows MIDI sequencer from Sunrize Software. Full support for GS standard, uses standard MIDI files, works in music notation, includes drum track, multimedia compatible. No better sequencer at the price!

Special price £60

Sound Card MIDI £29

MIDI adapter kit for most sound cards, with MIDI in, thru & 2 outs, includes Winjammer shareware.

SongWright £99

Complete music processing program for producing printed scores. Includes part extraction, transposition, lyrics and guitar chords. Compatible with MIDI and Soundblaster. Prints to dot matrix, Deskjet & Laser printers.

MIDI Software etc.

PC Jukebox	£30
Superjam	£99
Cakewalk V2 Windows	£249
Cubase Score	£399
PC MIDI Card	£69
Roland SC7 Sound Module	£267
Roland MA7 speakers	£139

Sales hotline ☎ 081-658 7251
All prices exclude VAT and carriage. E&OE.
PC Services, 78 Beckenham Rd, Beckenham, Kent BR3 4RH

Free P&P
on all
UK Orders

Visionary Software

Orchid
Multi
Media
Sound Now
Available



Tel: (0305) 853513

MON-SAT
9am-9pm

You might beat our price
but you won't beat our service



Title	Price	Title	Price	Title	Price	Title	Price	CD ROMS	
ACES OVER EUROPE	£33.99	FUN SCHOOL SPELLING FAIR	£22.99	NIGEL MANSELL WORLD CHAMPIONSHIP.....	£24.99	SYNDICATE	£32.99	7TH GUEST	£54.99
AIR WARRIOR	£26.99	FUN SCHOOL MERLIN MATHS.....	£19.99	NODDY'S PLAYTIME.....	£22.99	TASK FORCE 1942	£31.99	COMANCHE	£36.99
ALONE IN THE DARK	£30.99	GOBLINS 3	£22.99	OSCAR	£22.99	TERMINATOR 2029	£29.99	DAY OF THE TENTACLE	£32.99
ALONE IN THE DARK II	£36.99	GOAL	£22.99	PINBALL DREAMS	£27.99	TERMINATOR RAMPAGE.....	£29.99	DINOSAURS	£49.99
A.T.A.C.	£29.99	GRAND PRIX FORMULA 1	£32.99	PIRATES GOLD	£30.99	TFX	£33.99	DRACULA UNLEASHED	£34.99
ATP VERSION D	£29.99	GREAT NAVAL BATTLES	£28.99	POWERMONSTER	£12.99	MISSION DISK OPERATION		EYE OF THE BEHOLDER 3	£32.99
A TRAIN	£28.99	GUN BATTLES ADD ON DISKS.....	£15.99	PREMIER MANAGER II	£25.99	SCOUR	£17.99	INDI FATE OF ATLANTIS	£36.99
BAT II	£27.99	GUNSHIP 2000	£27.99	PRINCE OF PERSIA II	£29.99	THE LEGACY	£30.99	KINGS QUEST 6	£42.99
BATTLE ISLE '93	£19.99	GUNSHIP 2000 SCENARIO		PRINT SHOP DELUX		THE PATRICIAN	£26.99	LOOM	£33.99
BATTLE OF BRITAIN	£26.99	DISK	£18.99	UK VERSION	£42.99	TORNADO	£32.99	MAD DOG MCKREE	£33.99
BEAUTY & THE BEAST	£22.99	HARRIER AV8B	£28.99	PRIVATEER	£35.99	ULTIMA UNDERWORLD	£29.99	MICROSOFT DINOSAURS	£49.99
CAMPAIGN II	£30.99	HARRIER JUMP JET	£31.99	PRIVATEER SPEECH PACK	£14.99	ULTIMA UNDERWORLD II	£29.99	MICROSOFT ENCARTER 94	£89.99
CARRIERS OF WAR	£25.99	HISTORYLINE 1914-1918	£29.99	PUTT PUTT JOINS THE PARADE	£22.99	ULTIMA VII	£29.99	REBEL ASSAULT	£36.99
CHAMPIONSHIP MANAGER		HUMANS	£22.99	RAILROAD TYCOON DELUX	£29.99	ULTIMA VII PART TWO	£33.99	RETURN TO ZORK	£36.99
93	£22.99	INDY CAR RACING	£33.99	RALLY	£25.99	DATA DISK SILVERSEED	£15.99	RISE OF ROBOTS	£36.99
CHESSMASTER 4000 TUBO	£26.99	INDY FATE OF ATLANTIS	£27.99	REACH FOR THE SKIES	£26.99	WAR IN THE GULF	£24.99	SECRET WEAPON OF	
COMANCHE MAXIMUM		JURASSIC PARK	£25.99	RETURN OF THE PHANTOM	£29.99	WAX WORKS	£24.99	LUFTWAFFE	£36.99
OVERKILL	£33.99	KASPAROV'S GAMBIT	£33.99	RETURN TO ZORK	£33.99	WORLD ATLAS V4	£36.99	SHERLOCK HOLMES III	£36.99
CRUISE FOR A CORPSE	£14.99	KINGS QUEST VI	£32.99	REX NEBULA	£29.99	WING COMMANDER		SUPER STRIKE COMMANDER	£38.99
CRUSADERS DARK SAVANT	£32.99	LANDS OF LORE	£26.99	RULES OF ENGAGEMENT 2	£32.99	ACADEMY	£26.99	THE JOURNEY MAN PROJECT	£29.99
CYBERACE	£33.99	LEGENDS OF VALOUR	£28.99	SAM & MAX	£30.99	WING COMMANDER II	£29.99	ULTIMA UNDERWORLD 1 & 2	£39.99
DARKSUN SHATTERED LANDS	£32.99	LEMMINGS	£24.99	SECRET OF MONKEY		X-WING	£32.99	WILLY BEAMISH	£39.99
DAVID LEADBETTER'S GOLF	£29.99	LEMMINGS II THE TRIBES	£29.99	ISLAND 2	£24.99	X-WING IMPERIAL PURSUITS	£15.99	WOLF PACK	£22.99
DAY OF THE TENTACLE	£30.99	LINKS	£30.99	SENSIBLE SOCCER	£23.99	ZOO	£24.99	WORLD ATLAS V4	£44.99
DOG FIGHT	£29.99	LINKS 386 PRO	£32.99	SHADOW CASTER	£33.99				
ELITE 2	£29.99	LINKS COURSES		SHUTTLE	£28.99				
ELVIRA 2 JAWS OF CERBERUS	£28.99	INNISBROOK	£17.99	SIMON THE SOURCERER	£29.99				
EPIC	£24.99	MAUNA KEA	£17.99	SPACE HULK	£32.99				
EYE OF THE BEHOLDER III	£29.99	BANFF SPRINGS	£17.99	SPACE LEGENDS (Compilation)	£26.99				
F15 STRIKE EAGLE III	£32.99	PINEHURST	£17.99	SPORTS MASTER (Compilation)	£26.99				
FALCON 3	£33.99	PEBBLE BEACH	£17.99	STARLORD	£33.99				
FALCON MIG 29 DATA DISK	£18.99	THE BELFRY	£17.99	STAR TREK II	£33.99				
FLASHBACK	£28.99	LITIL Divil	£29.99	STREETFIGHTER 2	£22.99				
FLIGHT SIM V5	£34.99	LORDS OF POWER	£29.99	STRIKE COMMANDER	£34.99				
FIELDS OF GLORY	£31.99	LOTUS	£25.99	STRIKE COMMANDER SPEECH					
FIRE AND ICE	£25.99	MARIO IS MISSING	£27.99	PACK	£14.99				
FUN SCHOOL RANGE	£19.99	MASTERS OF ORION	£33.99	STUNT ISLAND	£34.99				
FUN SCHOOL PAINT &		NFL FOOTBALL	£29.99	SUBWARS 2050	£33.99				
CREATE	£19.99	NHL HOCKEY	£32.99						

Joysticks	
CH MACH 1+	£23.99
CH MACH II	£25.99
CH MACH III	£30.99
CH FLIGHT STICK	£40.49
CH FLIGHT STICK PRO	£69.99
CH GAME CARD AUTO	£34.99
CH GAME CARD III MCA	£44.99
QUICKSHOT SMARTCARD	£14.99
QUICKSHOT JOY & CARD	£20.99
QUICKSHOT WARRIOR 5	£13.99

Orchid Multi Media & Sounds	
ORCHID SOUND PRODUCER	£54.00
ORCHID SOUND PRODUCER PRO	£94.00
ORCHID GAME WAVE 32	£157.00
ORCHID SOUND WAVE 32	£199.00
ORCHID CD ROM CDS	
3110 DOUBLE SPEED	£199.00

**4 Year
Guarantee
on all Orchid
Products**

Joysticks

CH MACH 1+	£23.99
CH MACH II	£25.99
CH MACH III	£30.99
CH FLIGHT STICK	£40.49
CH FLIGHT STICK PRO	£69.99
CH GAME CARD AUTO	£34.99
CH GAME CARD III MCA	£44.99
QUICKSHOT SMARTCARD	£14.99
QUICKSHOT JOY & CARD	£20.99
QUICKSHOT WARRIOR 5	£13.99

Orchid Multi Media & Sounds

ORCHID SOUND PRODUCER	£54.00
ORCHID SOUND PRODUCER PRO	£94.00
ORCHID GAME WAVE 32	£157.00
ORCHID SOUND WAVE 32	£199.00
ORCHID CD ROM CDS	
3110 DOUBLE SPEED	£199.00

4 Year
Guarantee
on all Orchid
Products

Visionary Software Dept PCZ P.O. Box 1594 Dorchester Dorset DT2 8YL

PLEASE PHONE IF YOU DO NOT SEE THE PRODUCT YOU REQUIRE

Credit Cards, Cheques & Postal Orders Accepted. All prices include P&P (UK) and VAT. Goods offered subject to availability. Prices Subject to Change without notice E&OE

Beyond the Soundcard...

In which **David McCandless** takes you on an audio-visual tour of the weird and strangely accessible world which lies beyond your soundcard's MIDI port.



YOU'VE GOT your ninja PC. You've got your CD-ROM drive. You've got your soundcard. You've got every game in the world. You play hard. All night and all day. You're the best. But, uh-oh, here comes that Sunday afternoon. Fingers drumming on the desk. Heavy sighs. Shall I watch *EastEnders* again? Shall I not watch *EastEnders* again? You're bored of games. You wanna do something... something... creative with your expensive beige box. A soundcard, a small amount of 'funds', and some imagination is all you need, we say, for the next best thing to playing *Doom* - music making.

The PC had a slow start in the MIDI music world, losing ground rapidly to the ST (bleugh), the Macintosh (heuy) and the ST (yeauch) in the early days. Nowadays, however, it's a powerful force for pros, semis, and amateurs alike. All the major music manufacturers now support the PC, and with soundcards popping up like Noel Edmonds all over the place, you're now in a prime position to exploit these creative avenues. Let us, then, take you on a brief tour of the possibilities.

TOP RANGE

IF YOU want to start at the top and stay there, then you'll have to delve under the mattress and fork out big time for a sequencer. Or a notator. Or both. When you're talking top-end sequencers you're talking *Cubase*, *Cadenza*, *MasterTracks Pro*, *Finale*, *Musicator*, and *Cakewalk Pro*, and you're paying between £300 and £750. If you're serious about exploiting your soundcard's MIDI port, then these are the only titles which will offer you what you need. Take a look at *Cakewalk Pro* to get the idea.

CAKEWALK PRO V.2

Basically, a sequencer is like a big multi-track tape recorder. You play music in via your MIDI keyboard which the sequencer then 'records' on a track as MIDI data. You muck about with it for a while, recording more parts, doing a bit of cut and paste, editing and tailoring, and then you play it back and voilà - a very bad impression of a very bad Aha song. Unfortunately no small amount of technical know-how and actual talent is needed to produce something reasonable from a sequencer like *Cakewalk Pro* - although not as much

as you may think. *Cakewalk*, feature-wise, is pitched at the professional, but its accessible design and sheer ease-of-use make it a joy to use.

STAGE 1 Most people start by recording the drums. 'Ah rhythm, the back bone of any song' and all that. You simply click the record button and away you go, pounding the keys of your keyboard in time to the metronome beep played through the PC speaker. Once it's recorded, the data either appears as blobs for full bars, or dashes for swathes of empty 'concept' bars. The next step is to quantise what you've recorded, forcing *Cakewalk* to correct all the notes you've played hideously out of time. Then you can loop a specific section, shift its key, change tempo or just get on with the rest of the song.

STAGE 2 Now, after recording the bass and other fiddly bits, you'll be ready for some editing. *Cakewalk* uses the industry standard piano roll display to perform said task. It looks complicated, but it's easy to imagine. On the left is the piano keyboard. Any block level with a certain key on the keyboard is played at that

FEATURE

STAGE 1

STAGE 2

STAGE 3

STAGE 4

STAGE 5

PC ZONE 93

We're Jamming...

CD RANGE

AT THIS stage, the music potential of CD-ROM is limited and unimaginative. Aside from music edutainment packages such as Microsoft's *Composer* range, there's very little in the way of true creative, rocking, rapping and rolling kit, bar Rock, Rap 'n' Roll – an 'interactive' composition tool from Paramount Interactive. What you get is 546Mb of .wav files incorporating a range of styles from blues, big band, street jazz, African, orchestral and techno pop.

The presentation is top-notch. A QuickTime movie of DJ Rap replaces the helpfile, while some pleasantly coloured svga menu screens pop up per style. Each style comes with ten backing tracks – song parts, intros, middle-eights, and breaks.

With the keyboard or the mouse, you can trigger samples of instruments or vocal snatches (rather deep-voiced black man saying 'Yo!' for rap, or a rather puny-voiced white man saying 'Aaaah' for techno pop). All these parts can be arranged in any order and then recorded as a self-standing performance to attach to presentations, documents or your relatives at Christmas. Unfortunately, it's fun for about half an hour and then you realise that the results, although very pleasant and professional, are ultimately very limited. Despite the samples being high-quality and inventive, you'll have to struggle to make the arrangements sound different. You can vary the parts, add different samples here and there but the result always sounds like the same song. A fun product, but not really a professional or creative package.

ROCK, RAP 'N' ROLL RRP: £POA
Computer Manuals 021 706 6000



Yo, bro, get down. Rock it, rap it and er, roll it with the sounds of the street, riffs of the road, and the beats from the bus stop.

1 KEYBOARD

This is the real workstation window. The piano keys in the centre are triggered by your PC or MIDI keyboard, allowing you to chord and key change as a tune, or style plays. Alternatively you can link them to your lead instrument and 'jam' a melody over the accompaniment.

2 STYLE WINDOW

This allows you to arrange the patterns within a style. Each style comprises of four basic grooves (A,B,C and D) embellished by 16 phrases, each containing a possible 16 variations. The grooves increase in 'busyness'. Pattern 'A', for example, may just be a bass/drum groove, while pattern B might bring in strings and a fuller drum beat. All grooves come with their own fills (petrol pump icon) and breaks (teacup). With a quick flurry of mouse clicks, you can alter the structure of your style, the beats per bar, and which band members should keep schtummm per part.

3 STYLE LIST

SuperJAM! is packed with 30 popular music styles, including Dance Mix, Jazz, 12-8 Ballad, various blues rock variations, waltz, reggae and latin. Each one is a self-contained file and can be opened, changed and edited, or even totally redesigned as your own personal style. Heavenly Music also has 100 more on various style disk upgrades.

4 MIDI SETUP

Here the members of your 'band' can be configured to the required instruments, midi channel and position in the mix.

5 MIX BOX

Shift the instrument around the stereo field to balance your mix. The higher up the grid, the louder the band member.

6 CHORD BUILDER

SuperJAM! comes with an exhaustive list of chords. Suspended fourths, augmented sevenths, seven sharp ninths – all the chords you could ever want... except those special chords you can play which defy all harmonic maths. Here you can add, subtract or examine chords at your discretion.

7 EAS-O-MATIC

Short-hand song-writing at the touch of a button. The Eas-O-Matic keys trigger intelligent chord changes (in harmonic intervals), or play random notes from the current key for building up effortless melodies.

8 SONG

The overall structure of your song is displayed here, showing its structure and any style changes. Here you can cut, paste, duplicate and erase sections at your creative discretion.

9 THE LEAD INSTRUMENT

10 STRINGS

11 THE AXEMAN

12 MR KEYBOARDS

13 THE BASSMAN

14 THE DRUMMER

MID RANGE

IF YOUR technical music knowledge ranks alongside The New Kids On The Block and you can only play *Chopsticks* on the piano, or the bassline to *Summer Lovin'* on the guitar, then your swollen creativity glands may lead you beyond sequencers and into auto-arrangers. *Band-in-a-Box*, *SuperJAM!*, *Session Partner* – all these programs are compositional aids. They bypass all the techy bits of song writing by short cutting to the nitty gritty chords and arrangement parts of the 'music experience'. Take an exemplary look at *SuperJAM!*

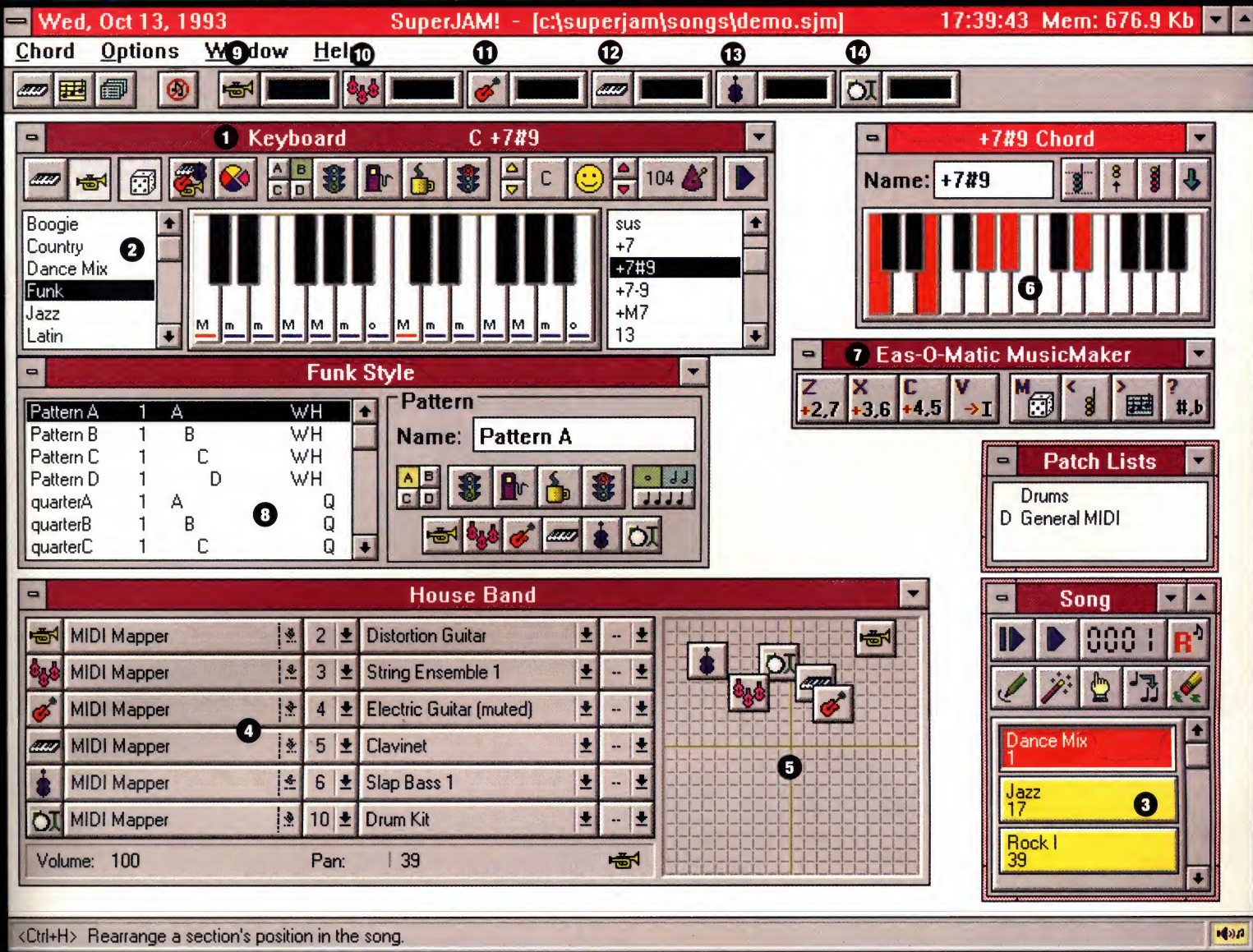
SUPERJAMI

SuperJAM! takes a step, a leap perhaps, beyond *Band-in-a-Box*, by emulating those auto-accompaniment organs which

usually occupy square miles of every Dixon store. You know the drill. Define your style (latin, rhumba, country or 'rock'), get into the groovy 'coconut shell' type beats popping out of your speakers, tap the lower end of the keyboard to start the bass and chord parts, play the lead melody on the remaining keys.

SuperJAM! gives you considerably more artistic control over this style of composition by being both programmable and totally reconfigurable.

Each of the 30 built-in styles have over 4000 variations, ensuring that songs avoid sounding mechanical or samey. Also, you have none of that faffing about and hectic button-pressing you have when 'gigging' with a Portasound. You can opt to set up all the structural and



instrumental qualities of your tune before you play it and then jam around it, or be spontaneous and muck about in real time as it plays.

You can use either your soundcard or a midi synth. Obviously, your soundcard is going to do a pretty good impression of those cheap 'bontempi' organs, but with a Sound Canvas card or General Midi synthesiser, the output from *SuperJAM!* can be nigh-on professional and realistic. The drum beats, often guilty of mechanisation, vary in velocity and timing for a more human feel, while the keyboard and bass parts make up for in technical perfection what they lack in individual style (let's just say that there a few major label artistes in the US who are rumoured to use *SuperJAM!* for their

arrangements). Once you're happy with your masterpiece, you can save it as a song file or dump it out as a MIDI file for touching up in your sequencer.

Although the route from A (idea) to B (number one hit record) is rendered almost effortless, *SuperJAM!* suffers slightly from a non-intuitive interface and a ghastly array of childish and obscure icons. The manual treads a thin line between wacky 'yo man get down' dialogue and occasional patronisation. Unlike most Windows applications, you will have to follow the tutorial to get a grip, but once you're there, you'll be banging out number ones with the best of them (er, Take That, Mr Blobby).

SuperJAM! RRP: £99 Etcetera Distribution
0706 228 039

Essential Kit

Soundcards on their own are useless in this kind of situation. You'll never feel properly musical when your sonatas sound like supermarket 'muzak'. You'll need some sort of true synthesiser, preferably a name brand (Roland, Yamaha, Korg, Kawai etc.) which is capable, if not adept, at simulating real instruments and drum kits. Alternatively, a General Midi or WaveTable soundcard will do you, such as the Orchid SoundWave 32, Roland LAPC-1, Roland SCC-1, Creative Labs WaveBlaster, or the forthcoming Proteus Mauri card.

CD-Xpress

CD-Xpress, The CD-ROM Company



A Small Selection of

CD-ROM SOFTWARE TITLES

From our Catalogue!

EDUCATION / KIDS

3D Dinosaur Adventure	£49
'A' Level Maths	£245
Barney Bear Goes To School	£19
Barney Bear Goes To Space	£19
Dinosaur Discovery	£29
GCSE Maths	£145
Gus Goes To Cybertown	£33
Language Discovery	£29
Lenny's Music Toons	£33
PC Globe - Maps 'N' Facts	£39
Peter Rabbit	£19
Playing with Langs. French	£49
Reading Carnival	£25
Tortoise & The Hare	£33

ENTERTAINMENT

7th Guest	£45
Adventures of Willy Beamish	£25
Battle Chess MPC	£35
Chessmaster 3000	£35
Day of the Tentacle	£35
Dune	£35
Gabriel Knight	£39
Just Grandma & Me	£33
Kings Quest V	£25
Kings Quest VI	£35
Kyrandia	£35
Loom	£25
Lord of the Rings	£39
Lost Treasures Of Infocom	£39
Lost Treasures Of Infocom II	£39
Mad Dog McCree	£37
Quantum Gate	£39
Rebel Assault	£35
Return to Zork	£39
Starwars Chess	£35
Strike Commander / Tact mission	£49
TFX	£39

SHAREWARE

Black Box 7	£39
C User Group Source	£29
CICA Windows CDROM	£15
LGX (Linux/GNU/X-Windows)	£49
OS/2 Archive	£25
Significant Windows	£9
Shareware Explorer (4 disc set)	£49
Shareware Trio (3 disc set)	£29
Simtel-20 CDROM	£15
Tech Arsenal	£29
X11RS/GNU CDROM	£35

REFERENCE

Aircraft Encyclopedia	£35
All Music Guide	£39
Anglo-Saxons MM Learning Guide	£39
Art of Ancient Egypt	£49
CNN Newsroom Global View	£49
Complete Dickens	£49
Compton's Interactive Ency. (MPC)	£199
Darwin Complete Texts	£49
Desktop Bookshop	£35
Electricity & Magnetism	£49
Encyclopedia Groliers MPC	£19
France at its Best	£99
Global Explorer	£89
Great Literature	£55
Greatest Books Ever Written	£49
Guided Tour of Multimedia	£26
Guinness Disc of Records MPC	£29
Hong Kong at its Best	£19
Jets & Props	£29
KGB World Fact Book	£39
Languages of the World	£39
Learn Fly Fishing	£25
Learn to Speak French	£65
Let's Go USA	£19
Library of The Future	£39
Living Body - An Atlas	£195
Microsoft Encarta 1994	£99
Middle East Diary	£39
National Geographic Mammals	£39
New York at its Best	£19
North American Indians	£59
Oxford English Dictionary	£495
Pixel Garden	£45
Prescription Drugs	£45
Shakespeare Study Guide	£35
Street Atlas USA	£89
UFO	£39
World Atlas V4	£39
World Fact Book	£25

ART & DTP

Clipart Heaven	£35
Clipart Extravaganza (with book)	£45
CorelDraw v3	£125
CorelDraw v4	£299
Corel Photo-CD (60 titles)	£39
Corel Ventura	£169
Fantazia Fonts & Sounds (2000 fonts)	£35
Gifs Galore II	£19
Halo Complete Desktop Imager	£25
Font Pro 1	£25
Font Pro 2	£25
Kodak PhotoCD	£25

NEW & NOTEWORTHY

Significant Windows Shareware £9

Over 350 Windows Shareware programs, over 1000 sound files, 494 TrueType fonts, over 5000 icons, easy to use.

Kids Collection £12

Fun-Packed Adventure & Action Games for Kids of All Ages, Two Great Games now on CD-ROM!, An American Tail and Trolls, and a Special Bonus 'The Rock-A-Doodle' Computer Colouring Book.

Halo Complete Desktop Imager £25

Powerful imaging software, easy to use and at an incredible price!. Supports TIFF, TGA, PCX, IMG, BMP, GIF and Kodak Photo-CD and more.

Lenny's Music Toons £33

Meet Lenny, part musical genius, part big-time director, part fast action hero, and all penguin. He'll be your guide as you enter a whole new world of MusicToon adventures where music and cartoons come alive through interactive animation!. Lenny's MusicToons turn learning about music into awesome fun and games.

MidiSoft Sound Explorer £19

An Exciting Introduction to Multimedia Music and Sound!, contains Limited Edition working versions of seven popular music products. Studio, Music Mentor, Midi Kit with Recording, Sound Impressions, World of Music Sampler, Multimedia Music Library, MusicMagic. Plus over 40 minutes of audio music to enjoy.

Exploring Ancient Architecture £35

Imagine it is 432 B.C. and you are walking through the Parthenon, Tour of seven ancient architectural marvels, Four time periods of major cultures, neolithic, ancient Greek, Roman, and Egyptian. Over 300MB of full-motion animated footage, stunning 3-D computer graphics. Virtual Reality Guides!.

Midnight Movie Madness £35

The Bonkers, the Brilliant, the Berserk. See it all in this collection of the 100 best drive-in movie classics on Earth...or any other planet. Brain-bashing quizzes and trivia with every clip, sound bites and video that will blow you away. Hot Colour plus authentic black & white.

J.F.K. Assassination £35

Experience one of the most shocking events of the 20th century. Examine the visual and written evidence and decide for yourself what really happened. Full motion video clips of five films, state of the art 3-D computer animated re-creations of the assassination, photo library, powerful search. The Warren Commission Report.

VistaPro 3.0 £99

3-D landscape simulation program. Using real-world data from NASA space crafts, you can accurately recreate and explore real-world landscapes in vivid colour. includes VistaMorph, Flight Director, Sample Landscapes, Midi files, Virtual Reality on your PC!.



A Huge range of titles in stock. New titles arriving weekly. Prices & availability subject to change without notice, please check before placing orders. Prices do not include VAT. Most orders are shipped the same day by First Class Recorded Delivery.

Delivery Charges (Per Order)

UK Mainland: CD-ROM Software £3. Hardware £8

Scotland & Ireland: CD-ROM Software £3. Hardware £12

Europe: CD-ROM Software £6. Hardware (please call)

We will match or beat any advertised price

(subject to stock availability)

Fax your Orders on 081-554 2768

CALL NOW ON 081-518 4151



THE CD-ROM COMPANY

CD-Xpress
2 Beal Road
Ilford, Essex
IG1 4QF

Callers Welcome.

Please send me your FREE Catalogue

Name (Mr./Mrs./Ms./Dr.)

Company

Address

Post Code

Telephone

Please send me details of your Over 21 Titles.

☐ OVER 21

PLEASE WRITE CLEARLY IN BLOCK LETTERS.

SAMPLE RANGE

IT DOESN'T have to be all music, you know. If your predilections are more towards presentations, weird sound effects, samples and .wav files then a sample editor is the plan. Most soundcards these days have built-in audio record and playback: digitising features allowing you to store your mum's voice or dialogue from *Casualty*. Hours of fun can be had with a program like *Wave For Windows*.

WAVE FOR WINDOWS

Wave comes with the standard record and playback functions of your average media player. Four samples can be held simultaneously in memory and can be viewed as a flat waveform or as a 3D 'frequency graph'. On a basic level you can speed up and slow down playback, cut and paste sections, reverse samples, or adjust volume. So far, so average. *Wave's* power lies in its effects processing. You can do anything and

everything to your sample. Add the reverb acoustics of Wembley stadium, a small concert hall or a cardboard box. Superimpose distortion, flange and echo with over 30 parameters per effect. You can stutter the sample (à la The Shamen), crossfade different samples, make recorded voices sound like Daleks or underwater, funk up guitar loops with wide beat flanging and sawtooth Leslie simulations. Most powerful of all, you can extend the time of a sample whilst maintaining its pitch - essential if you want to keep drum loops in time with sequenced MIDI backing. Once you've finished turning Captain Picard into a Bulgarian British Rail Announcer with a cold then you can export your aural masterpiece in variety of file formats. For £99.00, *Wave* offers more features than most £600+ professional hardware samplers.

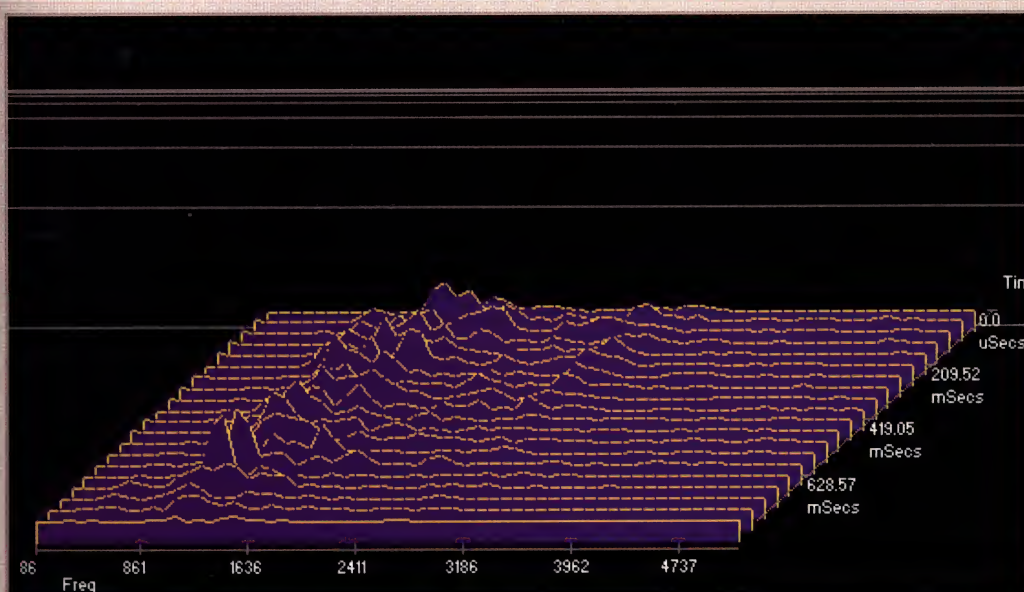
Wave For Windows RRP: £116 Etcetera Distribution 0706 228039



Rave PC

If you want the look and feel of a professional sequencer but don't want to part with 300 quid of your 'holiday money', then you might like a budget sequencer like *Rave PC*. Stripped down, but still competent, *Rave* offers the same classic-style sequencing as *CakeWalk Pro*, with piano rolls, mixers, stave notation, and song editing windows. *Rave* also includes the powerful .WAV support, allowing you to set up sampled drumbeats and vocal tracks alongside your MIDI meanderings. **Rave PC RRP: £69.99** The Software Business 0480 496 497

Frequency Analysis



(Left) Turn your Star Trek sample into a full blown 3D Ponce-o-Graph™.
(Below) Endless flanging features for funkmasters.

Load Flange Preset

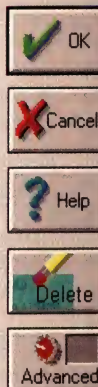


Preset Name:

chorused pitch shifter

Presets:

chorused pitch shifter
detuned spooky wave
fast chorus
guitar flange
long sawtooth
long sweep
long triangle
loose leslie
loose leslie with filter
low flange



CLUB

PC

FREE VIRGIN GAME

CHOOSE
ONE OF THESE
FREE GAMES
(WORTH UP TO
£44.99!)

IndyCar Racing

RRP £44.99 The definitive racing game. With a top rating of '93 in our January 1994 issue, *IndyCar Racing* brings new heights of playability and realism to the world of PC simulation. An essential part of any PC game collection.



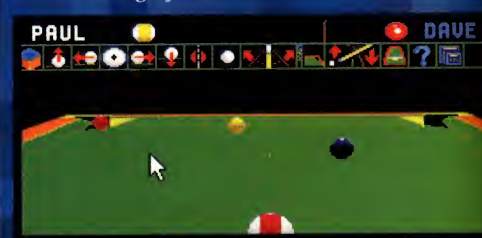
Lands Of Lore

RRP £35.99 Another top-rated Classic game, this time of the role-playing genre. Produced by the team who put together the original *Eye Of The Beholder*, its challenging gameplay and enormous longevity - finish this in a few hours and we'll crown you Lord Clever of Cleversville - will guarantee hours of fun.



Dune 2

RRP £35.99 One of the best action/strategy games of 1993. For serious wargamers there's enough challenge there to keep you gripped, but for action fans it's fast moving and accessible. A great product for the little grey cells.



Archer MacLean's 3D Pool

RRP £35.99 The best ball table simulation money can buy (though of course, in this case, we're giving it to you for free). Great graphics, incredibly realistic physics models and even a splash or two of humour.



Dune CD

RRP £44.99 This epic game is a superb mix of adventure and strategy. The CD-ROM version has additional animation, audio tracks and clips from the movie. One of the best titles around for CD-ROM owners.

FREE CLUB PC MEMBERSHIP

If you're a member of Club PC, your opinion counts. Every month, selected subscribers have the opportunity to come down, visit the office and get to pass their opinion on the top game being reviewed in the latest issue of *PC Zone*. In addition, every month we negotiate a special deal for Club PC members giving a substantial discount off a top-selling full price product.

SUBSCRIPTION ORDER FORM

HOW TO SUBSCRIBE

Subscribing is easy, simply fill in the coupon below, and return it to *PC Zone* Subscriptions, FREEPOST WD7 Bristol BS12 0BR. Postage is FREE if posted in the UK. OVERSEAS READERS, please post to *PC Zone* Subscriptions, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ.

Alternatively, simply phone our

CREDIT CARD HOTLINE ON: 0454 620070.

YES! I CANNOT MISS THIS SPECIAL OFFER.

☐ Please start my subscription from the next available issue and send me my free gift.

OR

☐ I am already a subscriber, please send me a game and extend my subscription

☐ UK £34.99 ☐ Europe £44.99 ☐ World £44.99
(Save £2.00 if paying by Direct Debit!)

☐ IndyCar Racing ☐ Lands Of Lore ☐ Dune 2
☐ 3D Pool ☐ Dune (CD-ROM only)

DETAILS

First name:

Surname:

Address:

Postcode:

Daytime phone:

METHOD OF PAYMENT

☐ I enclose a cheque for £ (sterling)
payable to Dennis Publishing Ltd - PC Zone

☐ Please charge my ☐ Visa ☐ Access/Mastercard

Credit Card Number

Expiry date:

Today's date:

Signed

SAVE £2.00 IF YOU PAY BY DIRECT DEBIT!

☐ I would like to pay by direct debit

Name of account holder:

Bank sort code:

Account number

Bank name:

Branch:

Address:

Postcode:

I/we instruct you to pay Direct Debits from my/our account at the request of Dennis Publishing Ltd. The amounts are variable and may be debited on various dates. I/we understand that Dennis Publishing Ltd may change the amounts and dates only after giving prior notice. I/we will inform the Bank in writing if I/we wish to cancel this instruction. If any Direct Debit is paid which breaks the terms of these instructions the Bank will make a refund.

Your signature(s):

Date:

Originator's identification number: **724680**
NB Banks may refuse to accept instructions from some types of account.

☐ Please indicate here if you do not wish to receive details of further special offers or new products.

Send this from to:
PC Zone Subscriptions, FREEPOST
WD7 Bristol BS12 0BR.
Postage is FREE if posted in the UK

OVERSEAS READERS, please post
to: *PC Zone* Subscriptions, Bradley
Pavilions, Bradley Stoke North,
Bristol BS12 0BQ

TRY THE 2 MINUTE SUBSCRIPTION!
PHONE OUR HOTLINE ON:
0454 620070
FAX: 0454 620080

Flight Sim Toolkit – DIY aerial capers from Domark/Simis. Build your own planes and worlds; even alter the laws of aerodynamics and create a flying slurry tank that can take 8 negative Gs. Here is a keyboard overlay exclusive to *PC Zone* readers. Extract maximum pleasure from your pound with one of the most original products of '93...

NAVIGATION CONTROLS

NDB'S

MISSILE VIEW	ALT M
COCKPIT VIEW	ALT V
DATA DISPLAY	ALT T
SKY SHADING	ALT S
FAST TIME	ALT Z
QUIT TO DOS	ALT X

VOR'S

SCAN UP	/	CHANNEL 1	CHANNEL 2
SCAN DOWN	?	VOR SCAN UP	VOR SCAN DOWN
		VOR SCAN DOWN	OBI RADIAL +2
		OBI RADIAL -2	OBI RADIAL -2

+ SHIFT BACK

FORWARD LEFT RIGHT UP/DOWN

BRING UP MENU

BACK LEFT BACK RIGHT ROTATE RIGHT ROTATE LEFT

ROTATE DOWN ROTATE UP

ZOOM IN – PAGE UP
ZOOM OUT – PAGE DOWN

MIN THROTTLE

1 MINIMUM

THROTTLE %

MAXIMUM 9

I SELECT ILS 0 OUTSIDE VIEW P PAUSE GAME

- CLOSE THROTTLE + OPEN THROTTLE

BACKSPACE SELECT WEAPON

W WHEEL BRAKES E ENGINE ON/OFF

0 OUTSIDE VIEW

+ SHIFT FULL THROTTLE

S FLAPS
CENTER JOYSTICK

F FLARE G LANDING GEAR
C CHAFF V TRACK VIEW AIR BRAKES

J JETTISON STORES

< RUDDER LEFT > RUDDER RIGHT

SPACE

FIRE

This keyboard template has been put together by *PC Zone* for purchasers of the software *Flight Sim Toolkit*, published by Domark. It is not approved or endorsed in any way by Domark. All rights recognised. If you haven't already got *Flight Sim Toolkit*, do yourself a favour and buy it.

FLIGHT SIM TOOLKIT



SHAREWARE

REGISTERED VERSIONS MORE BEST SELLERS

● ANCIENTS DEATHWATCH 3D Adventure game	£6.99
● COMMANDER KEEN 4 Goodbye Galaxy Ep 1	£6.99
● WOLFENSTEIN Escape Castle Wolfenstein	£6.99
● COSMO Your parents are captured by aliens	£6.99
● DUKE NUKEM Stop Dr Proton & Technobots	£6.99
● 9 LIVES OF SECRET AGENT KATZ	£6.99
● ABC FUNKEYS Great way to learn alphabet	£6.99
● WORD GALLERY Five childrens word games	£6.99
● MATHS RESCUE Educational arcade game	£6.99
● WORD RESCUE Educational arcade game	£6.99
● SCORCHED EARTH Tank Warfare Simulator	£6.99
● GOLF-3D Incredible 3D graphics	£6.99
● 1000 ICONS FOR WINDOWS	£6.99
● DOS LEARNING SYSTEM Makes sense of DOS	£6.99
● EL VIRA Vital anti-virus system	£6.99
● TALKING ABC'S Uses speech synthesis	£6.99

Fully operational **SHAREWARE** versions of these titles are just **£2.50 each**

● ABC FUNKEYS Early learning on the PC	£19.95
● ANIMATED MATHS Introduction to maths	£24.95
● ANIMATED ALPHABET Fun way to learn	£24.95
● ARCTIC ADVENTURE of Nevada Smith	£29.95
● BACK TO THE FOREST Skunny The Squirrel	£24.95
● BIO MENACE Snake Logan vs Dr Mangle	£25.95
● BLAKE STONE Amazing new Apogee game	£49.95
● CASTLE OF WINDS Fantasy game (Windows)	£21.95
● CATACOMB ABYSS The sequel to Wolfenstein	£33.95
● COMMANDER KEEN & Vorticons Of Mars	£25.95
● COMMANDER KEEN Goodbye Galaxy	£29.95
● COMMANDER KEEN In Keen Dreams	£12.95
● CORNCOB 3D Top quality flight simulator	£22.95
● COSMO'S COSMIC ADVENTURE	£29.95
● COUNT & ADD Teaches simple arithmetic	£33.95
● CRYSTAL CAVES Treasures and traps	£25.95
● DARK AGES Animated medieval adventure	£29.95
● DESERT RAID All action bombing mission	£19.95
● DOOM An instant classic from Apogee	£34.95
● DUKE NUKEM Dr Proton & The Technobots	£25.95
● DUKE NUKEM II Great new follow-up	£29.95
● GALACTIX Classic space invaders style	£29.95
● HENRIETTA'S SPELLS Spelling	£33.95
● HEXAGON II Compulsive puzzle game	£17.95
● HOORAY FOR HENRIETTA Arithmetic game	£33.95
● HOVERTANK 3D Great arcade action game	£12.95
● JETPACK Fast action arcade adventure	£19.95
● JILL OF THE JUNGLE The female Tarzan!	£22.95
● JUMPMAN LIVES A great Apogee classic	£25.95
● KILOBASTER Galaxian-style action	£27.95
● LEGEND OF MYRA Complex animated game	£29.95
● LOST IN SPACE Cuddly shoot-em-up!	£19.95
● MAJOR STRYKER Fast 3D shoot-em-up!	£25.95
● MARMALADE MOUSE Interactive story	£19.95
● MATHS RESCUE Combining learning & play	£25.95
● MONKEY BUSINESS Interactive story	£19.95
● MONSTER RASH Release the trapped pets	£29.95
● MONUMENTS OF MARS Ladders & Platforms	£29.95
● NIGHT RAID Destroy or be destroyed	£13.95
● OVERKILL Similar style to Xenon	£24.95
● PAGANITUZ Combines skill & logic	£25.95
● PHARAOH'S TOMB Raiders of Lost Tomb	£25.95
● RESCUE ROVER Rescue your pet dog	£12.95
● SANDSTORM Scud missiles & Jet fighters	£19.95
● SAVE OUR PIZZAS Help skunny squirrel	£24.95
● SECRET AGENT Top gameplay Apogee style	£25.95
● SPELLBOUND Arcade style spelling game	£33.95
● SNAKES & LADDERS Enjoyable PC version	£12.95
● STARFIRE I & II Updated Space Invaders	£24.95
● TERRIBLE TWINS ADVENTURE Interactive	£19.95
● TRIVIA QUIZ Great fun for families	£13.95
● WHERE'S THAT MOUSE? Interactive story	£19.95
● WOLFENSTEIN Pt 1-3 Apogee Best Seller	£29.95
● WOLFENSTEIN Pt 1-6 The whole story	£45.95
● WORD RESCUE Combine learning & play	£25.95
● ZIT & SUPER ZIT Adventures & puzzles	£29.95

COMPUTER GOODIES

● 10 GUARANTEED 3.5" 720k DD Disks.....	£4.95
● 10 GUARANTEED 3.5" 1.44 HD Disks.....	£6.95
● RS232 SERIAL CABLE M-F.....	£7.95
● RS232 NULL-MODEM CABLE.....	£9.95
● CENTRONIX to 25 WAY D PRINTER CABLE	£4.95
● 3-Button Microsoft-compatible MOUSE.....	£12.95
● QUICKSHOT WARRIOR PC JOYSTICK.....	£12.95
● SABRE PRECISION PC JOYSTICK.....	£18.95
● QUICKSHOT NAVIGATOR PC JOYSTICK.....	£21.95
● MOUSE MAT Red, Blue or Grey.....	£2.95
● FLOPPYCLEAN DISK CLEANING KIT.....	£2.95
● 40 x 3.5" DISK BOX.....	£4.95
● 80 x 3.5" DISK BOX.....	£5.95
● 120 x 3.5" DISK BOX.....	£6.95

● AS EASY AS Best selling Spreadsheet	£52.95
● BROTHERS KEEPER Popular genealogy	£52.95
● DRUM BLASTER Soundblaster drum machine	£22.95
● ENVISION PUBLISHER Super DTP for PC	£57.95
● GALAXY PRO-LITE Easy word Processor	£45.95
● NEOPAINT Very good drawing/painting	£45.95
● PAGE CHEQUEBOOK Control your accounts	£33.95
● ZEPHYR DATABASE FoxPro based database	£59.95
● PC FILE 7 Popular database system	£129.95
● POPSAURUS Mem-resident thesaurus	£24.95
● POWER MENU Best selling menu system	£67.95
● PRINTPARTNER Posters, banners, cards	£24.95

● CD-MAN Great updated version of Pacman	£6.99
● FUNNY FACE Colour Mr Potato Head for children	£6.99
● CRAZY SHUFFLE Based on the "pairs" theme	£6.99
● PALLANDA Simple fun game for youngsters	£6.99
● BOB THE BUILDER Gentle ladders & platforms	£6.99
● ELECTROBODY Laser your way through the maze	£6.99
● JUMPJET Bomb or shoot enemy aircraft & bases	£6.99
● WANDERER Based on the Boulderdash idea	£6.99
● SHOOTING GALLERY Fairground stall simulation	£6.99
● KUNG FU LOUIE Practice your martial arts	£6.99
● SHARK ATTACK Collect treasures avoid sharks	£6.99
● MINDCUBE Push the blocks round find prizes	£6.99
● SLITHER New version of the Hungry Snake game	£6.99
● LLAMATRON PC version of the Spectrum game	£6.99
● TETRIS ADDICTS Five different versions	£6.99
● PINBALL WIZARD 13 fast action pin tables	£6.99
● MORAFF'S GAMES Three great arcade games	£6.99
● SPEAR OF DESTINY Special 2-level version	£6.99
● KEN'S LABYRINTH 3D virtual reality style	£6.99
● BANDOR Dungeons & Dragons style adventure	£6.99
● CAPTAIN COMIC Enjoyable arcade adventure	£6.99
● HUGO'S HOUSE OF HORRORS Sierra-style game	£6.99
● HUGO II WHODUNNIT Animated adventure sequel	£6.99
● HUGO II Jungle Of Doom Final episode	£6.99
● DRACULA IN LONDON Interactive role-playing	£6.99
● REALM OF HAKROM The Axe of Fargim	£6.99
● VAMPYR: TALISMAN OF INVOCATIONS Challenging!	£6.99
● WEIRD ISLAND Take part as yourself	£6.99

ALL SHAREWARE TITLES

£2.50 each

SPECIAL OFFER

If you are trying shareware for the first time or are a new customer then get your first batch of disks of

HALF PRICE

Yes just **£1.25 each incl VAT**
(Minimum order 6 titles please)

● ORION ODYSSEY Control Wally the space flyer	£1.25
● ALIENS LAUGHED AT MY CARDIGAN Very strange!	£1.25
● ANOTHER LIFELESS PLANET and me with no beer	£1.25
● SOCCER GAME Manage your own football team	£1.25
● GRAND PRIX Car design and racing simulation	£1.25
● CADDIE HACK Graphics sim of 18-hole course	£1.25
● WORLD CUP CRICKET Good simulation	£1.25
● HERO'S HEART Brain bending puzzle and skill	£1.25
● CAPTURE THE FLAG PC version of outdoor game	£1.25
● BATTLE GROUND 2-player tactical combat	£1.25
● ARMY MANOEUVRES Strategy game for 2 players	£1.25
● EGA TREK The latest and earliest versions	£1.25
● BATTLE FOR ATLANTIS Absorbing "risk" style	£1.25
● FACING THE EMPIRE Interstellar conflict sim	£1.25
● SPACE SHADES Pilot a space cruiser	£1.25
● ONE NIGHT IN SWEDEN Solve the murder	£1.25
● BATTLE FLEET PC version of Battleships	£1.25
● SHERLOCK Game of logical deduction	£1.25
● LADDER MAN Mind-bending game of logic	£1.25
● POWER CHESS Game save & classic openings	£1.25
● CYRUS CHESS Well-presented 3D chess game	£1.25
● APPLES & ORANGES Othello/Reversi game	£1.25
● TEGL MONOPOLY Four versions of board game	£1.25
● SLEUTH Whodunnit game similar to "Cluedo"	£1.25
● MAHJONG Fascinating game from the far east	£1.25
● WHEEL OF FORTUNE Phrase-guessing TV game	£1.25
● JEWEL THIEF Arcade adventure for Windows	£1.25
● WINCHESS Version of Chess for Windows	£1.25
● WINPOKER The classic card game for Windows	£1.25
● SHARESPELL Spelling checker & dictionary	£1.25
● WINSPELL Spelling checker for Windows	£1.25

CAN'T SEE THE TITLE YOU WANT?

We can supply titles reviewed in the Software index or listed elsewhere

● WORD TRANSLATOR Bi-lingual dictionary	£1.25
● READABILITY PLUS Analyse your writing	£1.25
● WYNFIELDS Database manager for Windows	£1.25
● PC-DRAFT II Drawing package like PC-Draw	£1.25
● GRAPHICS WORKSHOP Converts picture files	£1.25
● CLIP ART COLLECTION Over 70 assorted images	£1.25
● TOP FONTS Scaleable fonts for Windows	£1.25
● HOME PLAN Use to design and plan your home	£1.25
● LABEL MAKER Easy to use for mailing lists	£1.25
● GORIN'S ORGANISER Desktop diary planner etc	£1.25
● DOCTOR IN THE HOUSE Medical information	£1.25
● MEALMASTER Recipe organiser - with recipes	£1.25
● BIORHYTHMS Plot the best times of the month	£1.25
● FOOTBALL FORECAST Use to help predict draws	£1.25
● CROSSWORD SOLVER Solves clues, anagrams etc	£1.25
● CROSSWORD CREATOR Design & print out own	£1.25
● WORDSEARCH SOLVER Helps solve the puzzles	£1.25
● WORDSEARCH MAKER Print out your own puzzles	£1.25
● MELODY MASTER Turn PC into a music keyboard	£1.25
● SKYGLOBE Fascinating display of night sky	£1.25
● SCREEN BLANKERS Displays pics when inactive	£1.25
● TOM DICK & HARRY Extensive hi-action arcade game	£1.25

M²

The power behind multimedia

0705 233088

Panasonic 562 cd rom drive ex vat 144 Inc vat 169
(NO GREY IMPORTS, NO OEM VERSIONS.)
(GENUINE UK RETAIL 562 MODEL)

New Mitsumi dual spin drive 250 M/S 155
recommended with Orchid Soundwave 32 189

Soundcards		
Gravis ultrasound 16 bit	117	131
Audiowave 16 bit	117	131
Orchid soundwave 32 16 bit	170	199
Sound Explorer 8 additional sound titles (only if purchased with a soundcard)	12	14
Gravis midi interface/joystick adapter	30	36
Gravis analog joystick pro	33	36
Gravis gamepad	17	31
Add up SS 50 speakers	25	29

M2 Multimedia Bundles		
Panasonic 562		
Kodak cd photo access	159	189
Trade in price	115	139

Panasonic 562		
Battle chess	159	189
Trade in price	115	139

Panasonic 562		
7th Guest	169	199
Trade in price	126	149

Panasonic 562		
7th Guest		
Gravis ultrasound	286	334
Trade in price	234	279

Panasonic 562		
Lotus 123 for windows or corel draw 3		
Gravis ultrasound	325	379
Trade in price	255	299

Panasonic 562		
Gravis ultrasound		
Add up SS 50 speakers		
7th Guest, Chessmaster 3000, World Atlas		
US Atlas Mavis Beacon typing tutor	369	439
Trade in price	298	359

Panasonic 562		
Gravis ultrasound		
Add up SS 50 speakers		
Lotus 123 for windows or corel draw 3		
Graphics Works DTP, Chessmaster 3000		
World Atlas, US Atlas, Mavis Beacon		
Typing Tutor	449	529
Trade in price	383	459

For greater flexibility you can choose your own soundcard
Audiowave instead of ultrasound same bundled price
Orchid Soundwave 32 instead of ultrasound Add 60.00 INC VAT
Add 35.00 INC VAT to bundled price for Mitsumi drive instead of Panasonic
Add 90.00 INC VAT to bundled price for Mitsumi drive & Orchid soundwave 32

We at M2 are accepting back your old cd rom drive in part exchange for the new dual spin
Panasonic cd rom drive, or take advantage of one of our bundled offers. Simply return your
drive to us and get the trade in price. Please ensure it is working and is properly packed. We
do not take liability for lost or damaged goods being returned to us. We can organise collection
for £10.00 inc. vat.
Promotion finishes 28/02/94.

We can source any multimedia products. Make sure M2 are on your short list we not only offer
exceptional value for money, also outstanding service and support.

Opening hours
Please send your cd rom drives to: 9am-6pm, MON-FRI
M2, unit 20, Multimedia House, 10am-4pm Saturday
Hustar Court, Waterloo, 24 hour answerphone ordering
Hants, PO7 7SQ TEL: 0705 233088 FAX: 0705 571403

How to order. Simply phone us quoting your credit card or send a cheque to us (please
allow 10 days for cheque clearance) add £10 for delivery inc vat.
Personal callers by appointment only.

FOUR WAYS TO BUY

- ☐ PHONE 0242 224340 with your Access/Visa No
- ☐ FAX 0242 224614 with your Access/Visa No
- ☐ POST to Albany UK Ltd (PZ) 252 High St
Cheltenham GL50 7HF
(Make Cheques/PO's payable to ALBANY UK)
- ☐ CALL IN to our STORE Mon-Sat 9am to 5.30pm

OUR PRICES
include VAT
Please add
£2 P&P
PER ORDER
(Non-EC add £5)



**TECHNICAL
SALES LINE**
081-343 9933

Sound Board Bundles

SOUNDBLASTER V.2 FUN PACK **£66**

Soundblaster V.2 card
Speakers
Joystick
Indy 500 & Lemmings games

SOUNDBLASTER PRO MUSIC PACK **£136**

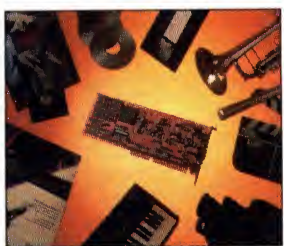
Soundblaster Pro card
Speakers & microphone
Midi adaptor cable
Midisoft recording studio

ORCHID FUN PACK **£51**

Orchid sound producer card
Speakers
Joystick

ROLAND DESKTOP MUSIC SYSTEM **£259**

SC-7 GM Sound module
Turbo Trax & Band-in-a-box
Speakers



GRAVIS PACK **£133**

Gravis 3D Ultrasound card
Amplified Bass Speakers

OPEN 6 DAYS A WEEK

Mon-Fri 8am - 7pm
Saturday 10am - 2pm

**PERSONAL CALLERS
WELCOME**

*Student Discounts
Available*

*If you're an education
authority, government
establishment or quoted PLC
Just Fax or send your order
Fax No:*

081 446 4313



THE MULTIMEDIA SPECIALISTS

Sound Boards



GRAVIS ULTRASOUND 3D **£125**

CD quality sound card
32 digital audio voices
16 stereo digital voices
256K upgradable on-board memory
DOS and Windows utility software

GALAXY NXII **£78**

Soundblaster Pro, Adlib, Disney
and Covox compatibility
CD-ROM interface
Midi / game port
Free speakers
DOS and Windows utility software

GALAXY NXPRO EXTRA **£97**

Fully featured stereo card
Soundblaster Pro, Adlib, Disney
and Covox compatibility
Universal CD-ROM interface
Midi / game port
Free speakers
DOS and Windows utility software

ORCHID SOUNDWAVE 32 SERIES CARD **£164**

Fully featured 16 bit stereo card
Soundblaster Pro, Adlib, Pro Audio
Spectrum, MPU-401 compatibility
Multi CD-ROM interface
Midi / game port
Free Speakers
DOS and Windows utility software

ORCHID GAMEWAVE 32 SERIES CARD **£127**

Same as SOUNDWAVE 32 but
without the Windows Sound
System.

ORCHID SOUNDPRODUCER **£42**

Soundblaster V.2 & adlib compatible
Midi/game port
Free speakers

ORCHID SOUNDPRODUCER PRO **£79**

Fully featured stereo card
Soundblaster Pro, Adlib, Disney
and Covox compatibility
At-bus / SCSI CD-ROM interface
Midi/game port
Free speakers and microphone
Free Orchid Voice Note software

PORTABLE SOUND PLUS SYSTEM **£134**

Fully featured Portable Audio Unit
Soundblaster & Adlib compatible
Utilizes Parallel Port
Pass thru connector
16 bit Stereo
DOS and Windows utility
software

CD-ROM Drives

TOSHIBA 3401B/S

200ms Access time
330KB per second transfer rate
XA standard
Single & multisession
Complete with SCSI interface card
and cables

Internal **£337**
External **£436**



TOSHIBA 4101B/S

350ms Access time
300KB per second transfer rate
XA standard
Single & multisession
Complete with SCSI interface card
and cables
FREE PHOTO CD SOFTWARE

Internal **£246**
External **£317**

MITSUMI FX-001D **£158**

320ms Access time
300KB per second transfer rate
Complete with interface
card and cables
Multisession & Dual-Speed

Photo CD software **£18**

PANASONIC 562/563

320ms Access time
300KB transfer rate
Multisession and Dual-Speed
Direct connection to Soundblasters
Includes software drivers & cables

Internal **£148**
External **£208**
Interface Kit **£24**

ORCHID CDS

320ms Access time
300KB transfer rate
Multisession and Dual-Speed
16-Bit Interface Card, Cables
Driver Software

Internal **£166**

FUTURE DOMAIN SCSI CD KIT

INCLUDES CONTROLLER, DRIVERS
CABLE AND POWER SCSI SOFTWARE

£47

PHILIPS 462 **£198**

375ms Access time
150KB per second transfer rate
Interface card and cables
Multisession

ROMBO VIDI PC

Video Boards

CAPTURE CARD

4096 colours at 1024 X 768
Capture time of less than one
second
Pal, NTSC, composite, s-video or
RGB
Free Photofinish software

12 BIT Version **£162**
24 BIT Version **£178**

ROMBO MEDIA PRO PLUS MOTION & SOUND CAPTURE CARD

Real time digitising
Pal, NTSC or s-video
2 Stereo Speakers
Headphones
Free Photofinish software

Standard Version **£224**
High Res Version **£238**



Multimedia Books

Guide to Multimedia **£24**
Master CD for Multimedia **£34**
Multimedia Erector Set **£36**
Multimedia Mania **£42**
Soundblaster Secrets **£17**

Books Include CD-Rom or Diskette

TOP QUALITY SPEAKERS

Speakers

Labtec

CS-150 with Power Boost **£17**
CS-180 with Monitor Brackets **£19**
CS-550 with 4w Power Boost **£21**
SS-700 with 3 band equalizer **£26**
CS-900 with 7 w Power Boost **£52**
CS-1000 Under Monitor Unit **£62**

Pine Amplified with Bass **£9**
Screenbeat **£19**
Westpoint Pro **£29**
Zy-Fi **£33**
Zy-Fi Pro **£49**
Altec Pro **£249**

**THE
MAGIC MEDIA
PROMISE
WE WILL
BEAT ANY
ADVERTISED
PRICE!!
SUBJECT TO STOCK**

PC-TV-VIDEO OUTPUT MODULE **£96**

PC Output to video or television
Composite Pal, Scart

VGA Splitter Box **£57**

Connection of up to 3 VGA Monitors
Colour or Mono
D-15 Connector Lead

MULTIGEN GENLOCK ADAPTOR **£274**

Genlock overlay facility
RGB, S-Video and Composite output
S-Video and Composite input
640x480 Resolution
256,000 colours
Flicker reduction filter
PAL & NTSC compatible

INTEL PC VIDEO CAPTURE CARD **£374**

Composite & S-VHS input
One-step capture & compression
Super compression
On-board I-750 processor
Records 15 frames per second
Free Video for Windows, Compel,
MediaBlitz and Gatekeeper CD-Rom



Multimedia Accessories

SBlaster V2 Speaker Adaptor **£14**
Disk caddy **£4**
a.c. adaptor **£9**
Photo CD software **£18**
CD Case **£9**
Orchid SCSI upgrade **£22**
Soundblaster developers kit **£48**
Videoblaster developers kit **£48**
Midi adaptor kit **£21**
Video Titler System **£99**
Video Director **£129**
Analogue 'Y' cable **£29**
Microphone **£12**
Headphones **£8**
Earphones **£7**
20m Headphone Extender **£5**

Joysticks

Gravis Analogue Pro **£32**
Gravis Analogue **£26**
PC Super GamePad **£18**
Westpoint Mach 2 **£22**
Westpoint Flightstick **£31**
Quickshot IBM **£12**
Winner 2000 Yoke **£35**
Konix Speedking **£16**
Suncom Edge **£15**

Mice

XT/AT Game Card **£13**
Logitech Serial **£26**
Logitech PS/2 **£36**
Magic Media Serial **£10**
Logitech Cordless **£68**
Logitech Trackman Portable **£60**
Mouse Mat **£2.50**

Lets Get CREATIVE

LOWEST PRICES EVER!

Sound BLASTER

All in one sound card
Speech/music/voice/midi
Game port
Lemmings & Indy 500 games
Free Speakers

£55.00



Sound BLASTER Pro

Fully featured stereo card
Speech/music/voice/midi
CD-Rom Interface
Lemmings & Indy 500 games
HSC Interactive
MPC Encyclopedia on CD
Free Speakers

£86.00



Sound BLASTER 16 ASP

Fully featured 16bit stereo
Speech/music/voice/midi
Multi CD-Rom Interface
HSC Interactive
PC Animate & Voice Assist
Free Microphone

£165.00

£192.00 SCSI-2 VERSION



Wave BLASTER

Add on board for SBP16
Wave-Sampled synthesis
196 preset sounds
MT32 emulation

£137.00



Video BLASTER

Software selectable source
NTSC & PAL
2 million colours @ 640 x 480
Live & still zooming & scaling
Audio mixing
D-15 connector lead
Free MS Video for Windows

£242.00



VideoSpigot™

For Windows™

Sound and Motion capture
NTSC, PAL and SECAM
Real time YUV 4:2:2
capture/compression
Free MS Video for Windows
Cinepak CODEC

£214.00



Midi BLASTER

General MIDI module
MT32 Emulation
200 preset instruments
20 Polyphony
16 Channels
Free Cakewalk Apprentice

£189.00



CREATIVE TVCoder™

VGA to Video encoder
NTSC & PAL
Flicker filter for stability
Control Panel
Supports VGA/SVGA

£119.00



OmniCD CD-ROM KIT

Panasonic 563 drive
Twinspeed & Multisession
Interface Card
Free Aldus Photostyler

Internal £249.00

External £299.00



Sound BLASTER CD16

Soundblaster Pro 16 card
Panasonic 563 Drive
Twinspeed & Multispin
Speakers & Microphone
Bundled CD Software

£434.00



TECHNICAL SALES 081 - 343 9933

THERE'S MORE!



THE MULTIMEDIA SPECIALISTS

**TECHNICAL
SALES LINE**
081-343 9933

CORELDRAW!

VERSION 4 £256
including CorelMOVE

UPGRADE £168
Upgrade any version of CorelDRAW
First page of manual, Disk 1 or the
CD-ROM as proof of ownership

COREL ARTSHOW 3 £24
Over 3000 designs included

Components

2 port serial card £11
Super IDE card £19
Multi I/O card £16
Parallel Card £11
Cherry 102 Keyboard £29
2 Way Parallel switch £26
Printer cable £3
Mouse Mat £2.50

1Mb x 9 SIMM £34
4Mb x 9 SIMM £123

**MAGIC MEDIA SUPPLY PARAGON
MEMORY WITH A LIFETIME WARRANTY
CALL TECHNICAL SALES FOR CURRENT
PRICING**

Multimedia Upgrade Kits

MAGIC MEDIA UPGRADE PACK

Panasonic 562 twinspeed drive
Soundblaster Pro card
Speakers & Microphone
Loom CD
Sherlock Holmes CD
World Atlas MPC CD
Internal £292
External £348

TOSHIBA 3401 MULTISESSION PACK

Toshiba 3401 Twinspeed drive
Orchid Pro card
Orchid SCSI Upgrade
Speakers & Microphone
Kodak Photo CD Software
Windowware '93 CD
Internal £485
External £582

MITSUMI FX-001D MULTISESSION PACK

Mitsumi Multisession Twinspeed drive
Soundblaster Pro card
Speakers & Microphone
Loom CD
Animals MPC CD
Grolliers Ecylopedia CD
Internal £316

PANASONIC 562B/S MULTISESSION PACK

Panasonic 562 drive
Soundblaster Pro card
Speakers & Microphone
Grolliers Ecylopedia CD
7th Guest CD
Internal £262
External £329

PANASONIC CD ROM FUN PACK

Panasonic 562 Twinspeed Drive
Cables & Driver Software
7th Guest CD
or
Dune CD

PANASONIC CD ROM EDUCATION PACK

Panasonic 562 Twinspeed Drive
Cables & Driver Software
World Atlas MPC CD
Microsoft Encarta 1994

PANASONIC CD ROM REFERENCE PACK

Panasonic 562 Twinspeed Drive
Cables & Driver Software
Hutchinson Encyclopedia CD
Complete Bookshop CD

PANASONIC CD ROM LETS' GO

CRAZY PACK! £188
Panasonic 562 Twinspeed Drive
Cables & Driver Software
Deathstar Arcade CD
Windowware CD
Shareware Heaven CD
Super Games CD

PICK-AND-MIX

**BUY ONE OF OUR
MULTIMEDIA UPGRADE
KITS AND ADD ANY OF THE
FOLLOWING ITEMS AT
DISCOUNTED PRICES:**

SBlasters Pro Card £75
SBlasters 16 Asp Card £155
Pine Amplified Speakers £8
Labtec 150 Speakers £15
Day of Tentacle CD £25
Dune CD £24
Return to Zork CD £24
Dracula Unleashed CD £28
Indiana Jones 4 CD £25
7TH Guest £20

Windows Accelerators

ORCHID FAHRENHEIT VA £158
1Mb Video RAM
1280x1024
16.8 Million Colours
72Hz Refresh Rates
Voice Annotation Hardware



ORCHID Prodesigner IIS £94

Hard Drives

All Hard Drives are Conner and come
with complete fixing kits.

Conner 125Mb IDE £138
Conner 250Mb IDE £182
Conner 340Mb IDE £258
Conner 545Mb SCSI £476
Conner 1.37Gb SCSI £798

Maths Co-Processors

Increase the speed of your maths
intensive applications:

80287-XL (12Mhz) £35
80387-16SX (16Mhz) £44
80387-20SX (26Mhz) £44
80387-25SX (25Mhz) £47
80387-33SX (33Mhz) £53
80387-16DX (16Mhz) £54
80387-20DX (20Mhz) £54
80387-25DX (25Mhz) £55
80387-33DX (33Mhz) £58
80387-40DX (40Mhz) £60

INTEL also available

Call for prices and specifications.

Operating Systems

Dr Dos 6/Novell Lite £39
OS/2 £89
Windows 3.1 Upgrade £39
Windows 3.1 Full £65
Windows NT £292
MS Dos V.6 £49

Scanners

Logitech Scanman 32 £89
Logitech Scanman 256 £194
Logitech Colour £319
Epson GT6500 £634
Epson GT8000 £1054

**MICROSOFT®
FLIGHT SIM
VERSION 5
£24.00
MS PARIS £14**

CD-ROM Networking

CD-NET For DOS £337
10 User site licence
Novell, Microsoft, Banyan
Vines, DEC Pathworks,
Artisift, 3Com and Startlan
compatibility.
Easy to follow front end.
Automatic location.
Windows compatible.

**MAGIC MEDIA
OFFERS A FREE
CORPORATE
FEASIBILITY
STUDY FOR ALL
YOUR MULTIMEDIA
REQUIREMENTS**
081-343 9933

MAGIC MUSIC

Roland Boards

Roland SCC1 £355
Roland SCC7 £247
External GM Sound Module
RAP-10 Card £381
2 Channel H/Disk Recording

MIDI Keyboards

Roland PC-150 £121
49-Key GM/GS Compatible
DTMS Keyboard, Mains or
Battery Powered
Roland PC200GS £179
49-Key GM/GS Compatible
DTMS Keyboard, Battery
Powered.

Music Software

MaxPak V.2 (Win) £152
Band in a Box £69
Powertracks Pro £69
Win/DOS 48 Track MIDI Sequence
The Pianist £38
The Jazz Guitarist £38
More in series to follow
Musicator (Win) £199
Musictime £195
Digital Soup £78
Cakewalk £CALL
Cakewalk Pro (Win) £CALL
Cubase £CALL
Cubase Lite/Score £CALL
Super Jam £57

Music Kits

Roland DTM7AT £313
SC7 Module
Ballade and Band-in-a-Box
Roland DTM7WAT £322
SC7 Module
Turbo Trax and Band-in-a-Box
Roland DTM100AT £419
SCC1 Card
Ballade and Band-in-a-Box
CREATIVE MIDI £163
SoundBlaster Pro Card
Midi Kit
Powertracks
Speakers

FREE

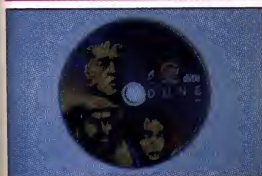
(WHILE STOCKS LAST)



**CASIO DC200
PERSONAL
DATABANK
CALCULATOR**

**A MAGIC MEDIA GIFT FREE
WHEN YOU ORDER ANY
SOUND CARD & CD-ROM
DRIVE TOGETHER**

CD ROM TITLES



ENTERTAINMENT

7TH GUEST	£35
ALONE IN DARK	£28
B17 SILENT SERVICE	£29
BATTLECHESS MPC	£22
BLUE FORCE	£27
CAPITOL HILL	£26
CHESSMASTER 3000	£22
CHESSMANIAC	£29
CONAN	£25
DRACULA UNLEASHED	£32
DUNE	£29
ERIC THE UNREADY	£29
EYE OF BEHOLDER	£34
F15 STRIKE EAGLE	£39
FUTURE WARS	£29
GUY SPY	£22
INCA 2	£32
INDIANA JONES IV	£30
JUTLAND	£33
JURRASIC PARK	£23
KINGS QUEST V I	£31
KYRANDIA	£34
LOVERS GUIDE	£26
LOOM	£22
LUCAS PACK	£29
MAD DOG MCREE	£30
MANIAC MANSION 2	£30
MONKEY ISLAND	£35
MICROCOSM	£38
REBEL ASSAULT	£31
RETURN PHANTOM	£34
RETURN TO ZORK	£29
PROTOSTAR	£26
SAM RUPERT	£24
SCRABBLE	£29
SECRET WEAPONS	£24
SHERLOCK I	£18
SHERLOCK II	£29
SHERLOCK III	£33
TFX	£32
TORNADO	£32
VIDEO CUBE	£39
WACKY FUNSTERS	£18
WILLY BEAMISH	£25

MUSIC

COMPOSER QUEST	£19
GROOVES	£82
JAZZ	£44
MS BEETHOVEN	£36
MS MOZART	£36
MS STRAVINSKY	£36
MS INSTRUMENTS	£36
EA MOZART	£24
SOUND WAVE	£14

EDUCATION

ADVANCED LEARN	£28
AMANDA STORIES	£34
ANIMALS MPC	£24
ARTHUR TEACHES	£29
BERLITZ	£82
CREAPY CRAWLIES	£38
CREATIVE KIDS	£28
DINOSAUR ADV.	£28
ELECTRICITY	£35
LIBRARY OF FUTURE	£49
MAMMALS	£79
MAVIS BEACON	£24
OCEAN LIFE	£22
PUTT PUTT	£29
SPELLBOUND	£34

REFERENCE

AMERICAN HERIT.	£48
ANIMAL ENCY	£39
COMPTONS ENCY	£190
DICTIONARIES	£14
DINOSAURS ENCY	£42
GUINNESS RECORDS	£34
HUTCHINSONS	£68
MS ENCARTA	£99
MS BOOKSHELF	£44
MULTIMEDIA ENCY	£219
MCMILLAN DICT	£28
SOUND ENCY	£12
TERRORIST PROFILES	£19

LANGUAGES

BERLITZ FRENCH	£82
BERLITZ GERMAN	£82
BERLITZ ITALIAN	£82
BERLITZ SPANISH	£82
LANGUAGE PACK	£14
LYRIC FRENCH	£33
LYRIC SPANISH	£33
LEARN SPANISH	£49
LEARN FRENCH	£49

LITERATURE

BIBLE AND RELIGION	£12
COMPLETE DICKENS	£26
COMPLETE TWAIN	£26

GEOGRAPHY

GREAT CITIES I	£30
GREAT CITIES II	£30
GREAT CITIES III	£38
LONDON	£29
MAJESTIC PLACES	£24
US ATLAS	£35
WORLD ATLAS MPC	£23
WORLD FACTBOOK	£14
WORLD TRAVELLER	£16
WORLD VIEW	£24
WORLD VISTA	£39

SCIENCE

AMAZING UNIVERSE	£39
CREEPY CRAWLIES	£38
LIVING WORLD	£79
OCEANS BELOW	£24
OCEAN LIFE II	£22
DEEP VOYAGE	£22
DINOSAURS	£32
ELECTRICITY	£35
FAMILY DOCTOR	£19
MAMMALS MPC	£22
SPACE ADVENTURE	£29

ART & DTP

BUSINESS BGNDs	£22
CLIPART GOLIATH	£10
DREAM GALLERY	£49
FONT FUN	£24
FONTMASTER	£22
ISLAND DESIGNS	£24
ISLAND GIRLS	£19
JETS AND PROPS	£24
LIBRARY CLIPART	£29
MONEY, MONEY	£24
MANY TYPEFONTS	£10
PUBLISH IT!	£68
FONT PRO	£49
PHOT PRO	£69
RENAISSANCE I	£34
RENAISSANCE II	£34
WILD PLACES	£24
WOMEN OF VENUS	£19

SHAREWARE

BIBLES & RELIGION	£10
CLIP ART	£10
COLOSSAL COOK	£10
DEATHSTAR ARCADE	£10
FUTURA	£10
GAMES MASTER	£15
GAME PACK II	£18
GIF IT	£10
HAM RADIO	£10
JUST GAMES	£12
MEGA CD	£15
SELECTWARE	£10
SOUND LIBRARY	£12
SOUND SENSATIONS	£10
SHAREWARE EXTRA	£34
SHAREWARE OVER	£10
SUPER CD	£10
SIMTEL	£19
TECHNO TOOLS	£10
TOP 2000	£12
VGA SPECTRUM	£19
WINDOWS '93	£10
WALKTHROUGHS	£26

TECHNICAL
SALES LINE

081-343 9933

THIS
MONTHS
SPECIAL
CD-ROMS

ENCARTA 1994 £99

29 volumes
Over 1000 articles

RETURN TO ZORK £22

Full motion video game

SPORTS BEST £12

Tennis 2, Panza Kickboxing
and Paragliding on 1 CD

T.F.X. £28

The one we've all been waiting
for. The greatest flight-sim!

ShareWare Vault CD's

All 1993 Shareware Collections

Gold Collection £12

Dos/Windows Utilities

Windows Gold £11

Windows Games/Utilities

Games Gold £11

Dos/Windows Games

CALL 081-343 9933 IF THE TITLE YOU REQUIRE IS NOT LISTED HERE

WHY MAGIC MEDIA ?

•BUY WITH CONFIDENCE•
RELIABLE LEADING BRAND
PRODUCTS TO GUARANTEE
QUALITY AND LONG TERM
SUPPORT

•EXPERIENCED STAFF•
FOR FRIENDLY ADVICE ON
ALL YOUR MULTIMEDIA
REQUIREMENTS

•FREE TECHNICAL
SUPPORT•
FULLY TRAINED TECHNICAL
DEPARTMENT TO ASSIST
YOU WITH YOUR QUERIES

•FAST RELIABLE
SERVICE•
GOODS DELIVERED
DOOR-TO-DOOR

Delivery Charges:

UK Mainland
Europe 5 day service

£5.00 + V.A.T.

£7.00 + V.A.T.

FREE DELIVERY

ON ORDERS OVER £150.00 + V.A.T.

(U.K. Mainland Only)

Order Direct To: Magic Media, Brent House, 24-26 Friern Park,
North Finchley, London N12 9DA

DESCRIPTION	QTY	PRICE
_____	_____	£ _____
_____	_____	£ _____
_____	_____	£ _____
Add P&P + VAT at 17.5%		£ _____
TOTAL		£ _____

I enclose a cheque for £ _____ made payable
to Magic Media or Please debit my Mastercard/Visa

Number _____ Expires _____

Name _____ Company _____

Address _____

Postcode _____

Telephone No _____ Fax No _____

FREE
DISCOUNT
CARDISSUED WITH YOUR
FIRST PURCHASE

THIS ENTITLES THE
HOLDER TO DISCOUNTS ON
ALL PRODUCTS AND A
QUARTERLY MULTIMEDIA
UPDATE MAGAZINE

ASK FOR FURTHER DETAILS

081 343 9933

Prices & products are subject to change &
availability. All trademarks & trade names
are the property of their respective
manufacturers & owners.

All prices exclude VAT

10% restocking fee for returned
non-defective goods

CD-ROM

REVIEW



The PC Zone staff pretend that they're 'modern' and 'hip' as they to desperately trying to cope with the recent onslaught of 'newfangled' CD-ROM games.



Inca II



Paul Presley drops a couple of Quaaludes and floats into the surreal realms of *Inca II*.



THE FIRST *Inca* game found you roaming, in a Latin American sort of way, through futuristic outer space, fighting, solving puzzles and the like. The graphics were stunning but it was lacking in tight, addictive gameplay. The sequel, *Inca II*, has been touted as more of an interactive movie than a mere game, with 100 per cent extra free sound and graphics to boot.

Confused?

In the future, the Incan civilisation will once again rule all (although whether this is set on Earth or not is a little vague). Having pissed-off the arch-villain in the first game, your hot-headed son does the same thing this time round and, as a result, plunges you into a massive war with the evil one's forces. Using your Incan technology and the mighty Tumi ship, you've to either battle through wave after wave of enemy attack-craft, or find a way to get to the villain's hideout and put him out of commission for good.

That's about as clear as a pair of 120 denier opaque tights, I know, but the plot is so surreal it can't help but be confusing. I wish we could all go back to the days when plots revolved around an alien ship moving slowly down screen while you shoot it from below. Or how about that one about eating dots in a maze with ghosts, or the one with the gorilla...



You see, *Inca II* is the computer gaming equivalent of *Twin Peaks* or *Wild Palms* — confusing, stylised to the point of pretentiousness, but nonetheless enjoyable. Enjoyable, that is, in the cult classic sort of way. Just as *Twin Peaks* had two different audiences (those who waved banners and wore T-shirts with the slogan 'We Killed Laura Palmer', and those who sneered disgustedly and wore T-shirts printed 'Who Gives A Toss About Laura Palmer?'), so, too, does *Inca II*. Not, I hasten to add, that it can be called a classic. *Rebel Assault*, *X-Wing* and even *Wing Commander II* all have better space combat and there are far more challenging adventures to be found (*Lost In Time* for one).

Despite that, I did, when all's said and done, enjoy playing *Inca II*. Of course I know more than one person that thinks it's as dull as particularly cloudy dishwater so there you go. It all just boils down to taste.

The thing is, I enjoyed playing it for review purposes. I hadn't spent 55 quid on it. Plus I enjoyed it for precisely seven hours and 42 minutes before reaching the first truly tricky puzzle. Until then it had been not so much a walk in the park, as a day out at Kew Gardens.

Interactive schmintertive

But what of this 'interactive movie' business? Movies rely on their storylines being rewatchable. Be honest, how many times have you seen *Star Wars*? I can see myself going right the way through *Inca II* within two days. Pretty long for a standard film I agree, but not when you consider that I can't honestly see myself returning to it. It's down to the poor storyline again. Coktel Vision's weakness is that, in introducing technically clever elements, it has a tendency to let the quality of the gameplay lapse. The *Goblins* series of games shows that the company can produce playable games when it doesn't have fancy graphics and sound to grapple with. Work on the storytelling and the graphics will take care of themselves.

So is it or isn't it?

Is it any good? Does it warrant a purchase? Should you invest in the software? At the price and for all the faults in the overall presentation, I don't think I could honestly say 'Go out and Buy, Buy, Buy!'. ☒

PC ZONE
score

Almost a good game,
almost...

75

Price: £54.99 Out: Now
Published: Coktel Vision/Sierra
Telephone: 0734 3033322

PC ZONE
specs

Minimum Memory: 2Mb
Minimum Processor: 386
Minimum Speed: 25MHz
Installation: Essential
Minimum Hard Disk: 18Mb
Minimum Graphics: VGA
Soundcards: Sound Blaster, Sound
Blaster Pro and compatibles
Controls: Mouse, Joystick



(Far left) Kelt Cartier. Good guy, rebel, rogue etc. Sort of the Han Solo of the Incan empire.

(Left) The Tumi. Ship of the Incas. Did you know that a Tumi is actually an Incan dagger?

(Above left) Eldorado — the Great Inca. Ancient, wise, mystical, all-knowing, couldn't write a soap opera to save his life.

(Top) Inca earrings battle it out in deep space.

(Above) Highly advanced Inca earrings.

IN PERSPECTIVE

Inca II

Labyrinth Of Time

Rebel Assault



The Interactive Lovers Guide



AS THE great Billy Bragg once sang (and probably still does if he has a few mates round for a beer and a song round the piano) 'Safe sex doesn't mean no sex/It just means use your imagination.' In a time of sexual neurosis *The Interactive Lovers Guide* is another addition to the wealth of advice, counselling and handy hints available on safe and imaginative sex. It is, of course, a serious educational program and therefore should not be treated in a flippant, lavatorial manner.

Cough.

Birds and bees

The problem is that there is something slightly funny in the way the whole thing is put together. The pre-introduction section on Sexually Transmitted Diseases is by far the most useful and informative section of the program although, since it's entirely text based, there's nothing here that couldn't be equally well done in a book. This is true with much of the program. Interactive it ain't.

After the optional STD section there's an introduction by Dr Andrew Stanaway, a reassuringly professorial gentleman, who delivers a couple of minutes of clichés and platitudes in a suitably book-lined office. This sets the tone for the whole CD, fairly obvious statements on such subjects as Creative Lovemaking, Sex Games and Safer Sex, and First Nights. The commentary is delivered in treacly soothing voices over a Clayderman-esque musical background.

Pictures of Lilly

Of course, what draws the crowds to this CD is not the verbal content but the visuals that accompany them, short but explicit sequences of digitised video that would be illegal if it were not educational.

I don't see what practical use these are, so presumably they are intended to be erotic. If you get aroused by watching a digitised couple humping away in a picture a quarter of the

size of your VDU then you probably need all the advice and counselling you can get.

What really baffles me about *The Lovers Guide* is why it claims to be interactive. The only interactive section is when 'Dr Kristal Asks You'. This section consists of a series of multiple choice questions from which another learned doctor (Who is also photographed in a book lined study) is able to analyse your character or resolve problems like 'Are you with the right partner?' 'Are you in love?' or 'Do you know the difference between men and women?' (You're going to find this program rather baffling if you don't.) This is all good fun, rather in the way that those quizzes in *Cosmopolitan* etc. are. I suspect it's about as much use, too.

A Doctor writes

I'm often asked: 'Doctor why do people use CD-ROMs as Sex Guides,' and I always answer: 'Well for some people it's their ability to store huge amounts of visual and audio data; for others the little hole in the middle has a special appeal.' People also ask me: 'But Doctor, couldn't I get all this information from a book or video and wouldn't that be altogether more convenient?' To which I reply, 'Yes'. Paul Lakin

**A pointless exercise. (So to speak).
This far more suited to a book or video.**

(Top Left) A style of painting that they never showed you on Play School.

(Top Right) The differences between men and women. People struggling with this problem will probably be wasting their time with the rest of the program.

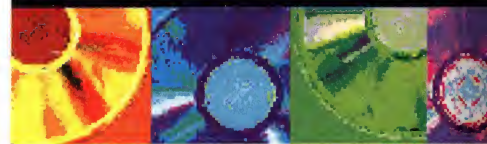


specs

Min. Memory: 4Mb RAM
Min. Processor: 386SX

Min. Speed: 16MHz Installation: None
Min. Hard Disk: N/A Min. Graphics: SVGA
Soundcards Supported: Sound Blaster or compatible Controls: Mouse Comments: Requires Microsoft Windows 3.1

Price: £34.99 Out: Now Publisher: Supervision Telephone: 071 702 9391



(The cast in clockwise order) Heart Of China; the wonderful Red Baron; Saragon V; Great Courts 2; Kings Quest V; and the ever tacky Leisure Suit Larry V. So where's the picture of Shanghai II heh?

Golden Seven

COR BLIMEY guv, seven games for £49.99 now there's a steal and no mistake. Apples 'n' pears Mary Poppins. Tell you wot, I'll throw in this lovely Queen Mum tea towel and we'll call it a round 50.

Of course, he says unable to sustain his genuine Dick Van Dyke cockney accent, fifty quid is still a lot of money. Half a hundred quid to be precise. Not to be sneezed at. So, is the *Golden Seven* the Magnificent Seven? Hmm. Well more of The Good, The Not Bad And The Ugly to be honest.

The Good

Red Baron. What can you say? Still the best First World War flight sim with a mix of exciting airborne action and engrossing story based campaign. I wouldn't go as far as to say it justifies the 50 quid (less one penny) on its own but if you don't have *Red Baron* already you should have and this is, obviously, a cheap way to get it.

The Not Bad

Leisure Suit Larry 5 and *King's Quest V* both fall very much into the 'If you like that sort of thing' category. *Quest* is too cutesy pie American and Larry too 'nudge, nudge' for my tastes. However, they're both good adventures and a reasonable intro to the genre. *Kings Quest V* is graphically a marked improvement on some of *King Graham's* earlier outings though *Larry* looks somewhat dated.

By contrast the Dynamix adventure *Heart Of China*, which was a visual marvel in its time still looks surprisingly impressive. However, this game is a bit of an embarrassment for me. When it first came out about three years ago, I reviewed it for a magazine called *Zero* and scored it 90% - something for which I'm still taunted around the office. It looks good, has a good playing system but there just isn't enough game in there. Reasonably good yes. But 90% no. Sorry.

The chess game *Saragon V* is another game that seemed excellent in its time but for which the flaws are now more

apparent. Some of the tutorials are a bit limited and there are now, of course, much better games on the market. Yet it's still a worthwhile game. *Shanghai II* is also a perfectly decent shanghai game (so no surprises there). However, there are so many shareware versions of *Shanghai* knocking around, that the world and his wife must have it by now.

The Ugly

The only game that really falls into the ugly section is *Great Courts 2*; a tennis game that looks even older than it is. It's relatively playable but it just looks so dated and slow. Anyone who's played tennis games like *Super Tennis* on the SNES is going to find this a big disappointment.

In conclusion, ladies and gentlemen of the jury, *Golden Seven* is reasonably good value, particularly as an introduction package since it carries a taster of so many different styles of game. Conversely it has so many different styles that I'm not sure exactly who it's aiming at - apart from the beginner. I can't imagine playing anything other than *Red Baron* more than once, others might only play *Kings Quest* and *Larry*. Taken like that you might feel you're getting less games for your money. *Paul Lakin*

A curates egg but a good, intro to the world of PC games.



specs Min. Memory: 2Mb
Min. Processor: 386SX
Min. Speed: 16MHz Installation: No
Min. Graphics: VGA Soundcards Supported:
Ad-Lib and Sound Blaster compatible Controls:
Mouse, Joystick, Keyboard

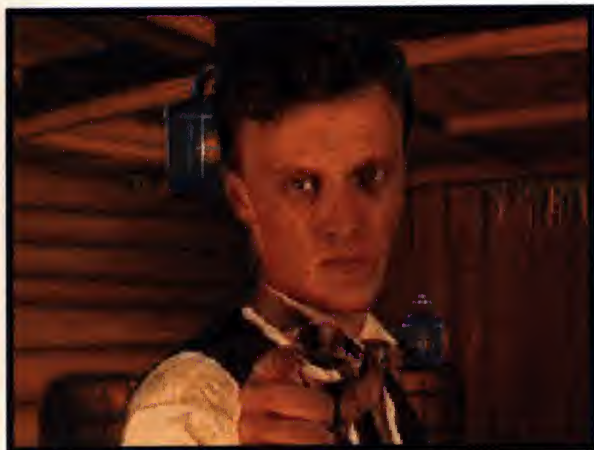
Price: £49.99 Out: Now Publisher: Ubi Soft Telephone: 081 343 9055



Lost In Time



OST OF THE recent crop of graphic adventures on CD-ROM have been impressive in the graphics department, but sadly lacking in gameplay. When I first loaded up *Lost In Time* and had a look at the introduction, I slumped back in my seat and prepared myself for more of the same. It was something of a relief to discover, upon exploring the first few levels, that there's a lot more to this game than meets the eye. This is an adventure game in the traditional sense, in that you have plenty of scope to travel from place to place exploring all the locations and interacting with everything you come across.



Rotten cad Jarlath threatens our Doralice

The story puts you in the role of Doralice, a woman who inherits a mysterious manor house in 1992 and wakes up on a shipwreck in 1840 with a bad case of amnesia. Further investigation of the ship reveals clues that slowly develop the plot and explain how Doralice came to be in her current predicament.

The usual point and click method of interaction is incorporated. Clicking on items of interest will give you a close-up view where you can search for other objects or use

the one in your inventory. Any significant events are automatically recorded in your notebook and you can uncover vital clues by reading this carefully.

There are points in the game where you get hopelessly stuck, but playing one of your three jokers tells you what to do next. There's no point playing these unless you're absolutely desperate because the last few stages of the game are a nightmare to get through and you need all the help you can get. *Lost In Time* doesn't quite have the atmosphere of previous Coktel Vision releases like *Ween* or *Inca* but it's highly addictive and the graphics and orchestrated sound track are first class. Once you get into it you won't want to do anything else until you've cracked it. *Chris Anderson*

Addictive and challenging, even for adventure game veterans.



specs Min. Memory: 640K
Min. Processor: 286
Min. Speed: 16MHz Installation: Essential
Min. Hard Disk Space: 16Mb Min. Graphics: VGA
256 colours Soundcards Supported: Sound
Blaster, Ad-Lib, MDO Intersound Controls: Mouse
Comments: Optional full installation requires 41Mb

Price: £44.99 Out: Now Publisher: coktel Vision Telephone: 0734 303322



Rats ahoy! The galactic warriors confront an odd-looking piece of jewellery.

Famous Collection



HIS IS A collection of arcade games aimed specifically at teen and toddler gamers. There are seven games on this CD and most of them have tacky EGA graphics and dodgy PC speaker sound. There is no doubt that toddlers will go a bomb on stuff like *Sooty And Sweep*, where Sooty has to run about picking up bones and avoiding pests. *Postman Pat* is a sort of *Paperboy* clone, where Pat has to drive around the streets delivering parcels and avoiding obstacles. I think I lasted about three minutes with that one before I got bored out of my wits and made a prompt exit. *The Munsters* is an utterly crap shoot 'em-up with spectacularly bad graphics.

Bully is a darts game with seven different dart boards to play on including snooker, football etc. and is marginally more exciting than most of the other lot, but sports equally woeful EGA graphics. *Huckleberry Hound* is a platform game that has old Huck zooming around collecting diamonds to complete levels and doing somersaults every time he jumps. *Popeye* is another platform game with slightly better graphics than *Huck* or *Bully* but otherwise is a load of old twaddle. *Galactic Warrior Rats* is easily the best game on offer here. It supports 256 colour graphics and invites you to guide the rats around huge levels shooting everything in sight. It's still nothing special, but it beats the rest of this mediocre bunch hands down.

I suppose the reason Alternative Software aimed this collection at the children's market is because nobody else would be bothered to play it. All the games on this CD are reminiscent of the Commodore 64 efforts you can get in the shops for £2.99 a shot, so it's not exactly a bargain at 30 quid. Still, if you want something to keep the kids quiet, the *Famous Collection* might just do the job. If nothing else, it'll probably bore them silly and send them to sleep. *Chris Anderson*

Proves quantity is no guarantee of quality.



specs Min. Memory: 640K
Min. Processor: 286
Min. Speed: 12MHz Installation: None
Min. Hard Disk Space: N/A
Min. Graphics: EGA Soundcards Supported:
Sound Blaster, Ad-Lib Controls: Keyboard, Joystick

Price: £29.99 Out: Now Publisher: On-Line Entertainment Tel: 081 558 6114

Iron Helix



WELL, WHAT A surprise. Spectrum Holobyte cordially invite you to embark on yet another one of those top secret, confidential, don't tell anybody (even your friends) missions to save the galaxy from total destruction.

The objective in *Iron Helix* is to prevent the ss Jeremiah Obrian destroyer from unleashing a doomsday weapon, containing a deadly virus, on the planet Calliop. Alas, all the ship's crew have been infected by the virus and are now out of the equation. You, as the earth's last hope, have to board the ship and disable the targeting computer, or just blow the destroyer to smithereens - whatever it takes.

The game is played out over four phases. The first phase involves collecting DNA samples of three high-ranking crew members in order to access restricted areas of the ship. This is the most boring part of the whole affair. The ship has deployed a defender robot to greet unwelcome visitors and he follows you about everywhere you go. This gets to be an utter pain after a while, as you spend the whole first phase running about the ship collecting DNA whilst waiting for the mad robot to show up any second and blast you through the roof.

After you've got all the DNA you need, it's on to stage two. Find the video clues and solve the puzzles. Off we go again, zooming round the ship looking for video messages and trying to avoid Mr Antisocial Robot. When you find the clues, you will soon discover that they are not really clues at all but complete solutions to the stage you are at. All the video clips show different crew members who offer you handy tips and bypass codes for the computers.

Phase three gives you the opportunity to eliminate the robot who's been driving you nuts all along. This is simply a matter of going to the right location, taking a peep at the clues that are not clues, and entering the code to send old nuts and bolts to robot heaven.

Phase four involves blowing the ship to tiny little bits and isn't really a phase at all because by this time you know exactly what to do, thanks to the extremely helpful video clues. There are three difficulty levels, from beginner to advanced. On higher difficulty levels the DNA is much harder to find and there are more rooms so there's no point playing at easy level as it just gives away all the clues and the game's over in a flash.

Iron Helix is not the most original game in the world but it does present a reasonable challenge and has some excellent visuals. The first stage is a bit irritating but once you get into it there's just about enough going on to drag you in and keep your attention. *Chris Anderson*

Worth checking out if you're prepared to plod through the early phases.



specs

Min. Memory: 4Mb

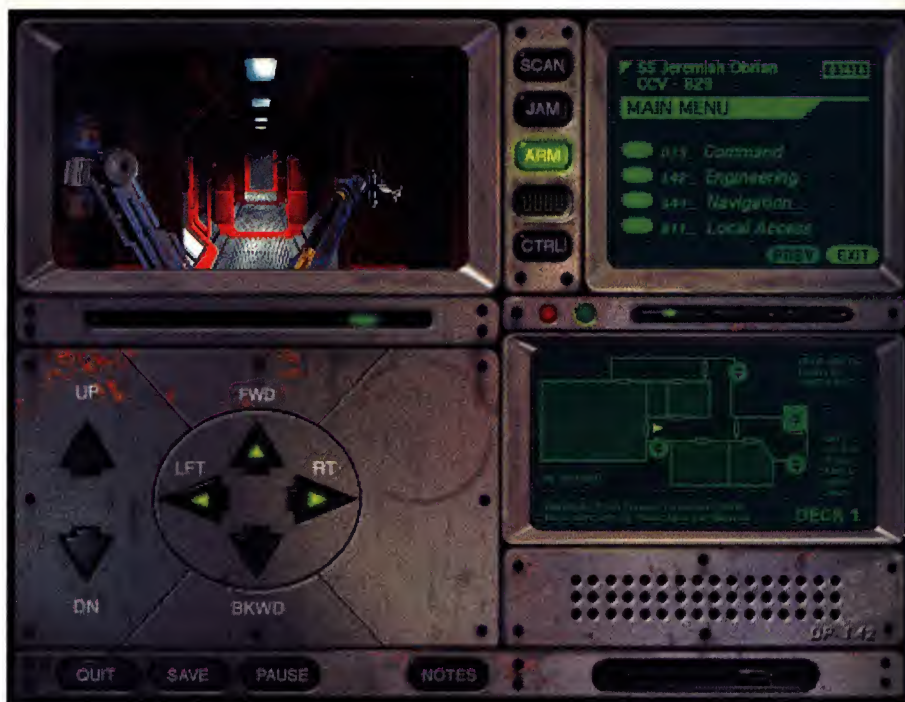
Min. Processor: 386SX

Min. Speed: 16MHz Installation: Essential

Min. Hard Disk Space: 14Mb Min. Graphics:

SVGA Soundcards Supported: Sound Blaster or compatible Controls: Mouse Comments: Requires Microsoft Windows 3.1

Price: £39.99 Out: Now Publisher: MicroProse Telephone: 0454 326532



(Top) Officer Semenovsky reveals another 'dead giveaway' clue. (Above) The all too familiar 'pissed-off robot' sequence. (Left) Use your probe to access data ports and uncover vital info.





(Top) Blount the goblin mirrors the life of a typical freelancer.
(Right) Winona takes time out to plug another Coktel Vision game.
(Below) With the CD-ROM version this guy speaks to you. S'true!



Goblins 3

ROD SERLING once said 'No humour is so sweet as the unintentional'. He could quite easily have said this about a particular gaffe that occurs in *Goblins 3*. Heaven forbid I should lapse into the toiletry humour that is this country's national pastime, but the mention of, and I quote, 'gazing into Karina's magic knob,' still elicits a giggle and a smile in my household. It's sad I know, but you'll forgive a dying man his eccentricities.

This remains the only blemish in Coktel Vision's otherwise highly recommendable comedy adventure. We gave a fair account of the game's plot and construction in last month's floppy-based review, so I shall instead reveal what the shiny CD-ROM has to offer and whether it justifies an extra ten quid.

Which, of course, it doesn't. No game justifies 50 pounds, but there seems to be little I can do about such managerial decisions short of terrorism (but, alas, I do not possess ownership of a large enough balaclava for such measures). You can. You can refuse to buy them. But that would then go against the opinions of the rest of this review which you will discover tells you that *Goblins 3* is a charmingly delightful game that deserves sackfuls of praise.

For one thing, it is genuinely funny. Of course humour is a subjective thing, but I laughed out loud on a fairly regular basis just because of the animations, the clever puzzle solutions that would only work in a cartoon, and the sheer excellence of the whole presentation. It's a long time since I did that with game. *Blue Force* was the last but I was laughing at it, not with it.

Okay, it hardly does anything innovative with the CD-ROM. A couple of polished animations here, some enhanced music and sound effects there, and speech instead of text. They're all minor cosmetic changes and you'd be better off saving the ten sterlings and buying the floppy versions. Speech isn't everything. It's a shame. This version could have been highly enhanced, with completely new scenes, greater interactivity between characters, even just more animations would have done the trick.

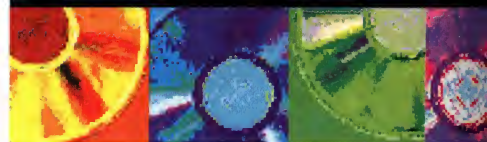
No matter. I'm going to rate it highly simply for the quality of the adventure that's already there: irreverence, lunacy and large round eyes on small woodland creatures – the perfect cartoon really. Only a smart-alec dog and a homicidal rabbit could be better and what are the odds on something as bizarre as that happening? *Paul Presley*

Not quite Sam And Max but still very entertaining.



specs Min. Memory: 640K
Min. Processor: 386
Min. Speed: 16MHz Installation: Essential
Min. Hard Disk Space: 18Mb
Min. Graphics: VGA Soundcards Supported:
Sound Blaster, Sound Blaster Pro and compatibles
Controls: Mouse, Joystick

Price: £49.99 Out: Now Publisher: Coktel Vision Telephone: 0734 303322



C.I.T.Y. 2000 - London



LONDON IN the year 2000 looks remarkably like London in 1994 - why, there's the 98 bus! I guess digitising the future is something they're still working on, but the game has to be more exciting than boarding a 98 bus. Doesn't it?

You are Daring, Jon Daring. Your task to defeat your sworn enemy, Stanislav Rooter (crazy name, crazy guy). Rooter's modest ambition is to take over London and render its inhabitants powerless. DQ London's inhabitants actually have any power? Anyway, Britain's best secret agents have failed to stop Rooter and his dastardly plans, so the only person in the entire world who can do this is top American agent, Jon Daring. This is an American game. Did you guess?

It's also another of those games which says: Yes, we have the CD technology, but what the hell do we do with it? The designers have tried to merge an adventure game with a guide to London, the resulting mutant being neither one thing nor t'other (as we say oop north.)

Want to recreate the fun of a tube journey from Heathrow to Kensington tube station? Want to point out to the Yankee programmers that there isn't in fact a Kensington tube station, unless they've renamed it South Kensington? And maybe they've also changed the spelling of Carnaby Street to Carneby Street, and Madame Tussaud's to Madam Tussaud's.

The program boasts over 450 illustrated locations, but about 400 are shots of traffic-filled London streets. Give me a goblin's dungeon any day if the alternative is the Euston Road. The plot has you plodding round these not-very-mean streets as one contact leads you to search for another. The only exciting moment was crossing the top of Bolsover Street, home of the mightiest PC mag in the known universe, but sadly you can't turn down the street and call in for a cuppa.

Icons across the foot of the screen control the game. These include the usual load and save, with a massive four save

games being built into the program. A hand icon allows you to get things, although you can't drop them so your inventory builds up to excessive levels. Do you really want to keep the note telling you of your first London rendezvous after you've used it? Some locations contain video footage. A riveting sequence shows Jon Daring disappearing into a photo booth and drawing the curtains. Did someone really think it would live up an adventure to have the player spend several seconds staring at curtains?

You do at least get to go inside the Tower of London, various museums and Madame Tussaud's, amongst others. In the last of these I picked up a coded note from a contact and, having been given a decoder earlier in the game what else would I try to do but use the decoder on it? A snotty voice tells me: 'You have no complex messages to decode'. Er... what's this I've just been given and have in my inventory? 'This is a coded message.' Well I have an uncoded message: if you want a CD adventure try *Return To Zork* or *Sam And Max*. If you want to visit London and have an adventure, buy a Cheap-day return and visit the Isle Of Dogs. Anything but this. Mike Gerrard

**Forget saving London from Dr Death,
buy yourself an A to Z.**

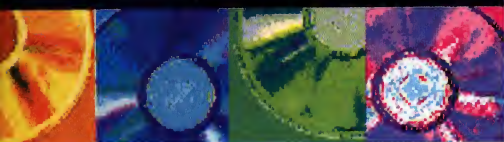
(Left) Bolsover Street!
(Above) Curzon Street. Click on the bag icon at top right, then click on the doorbell that appears to bring up a video sequence. Press 'R' to replay it.



specs Min. Memory: 2Mb
+ 575K free RAM Min.
Processor: 386DX Min. Speed: 25MHz
Installation: Essential Min. HD Space: 5Mb Min.
Graphics: SVGA Soundcards Supported: Sound
Blaster Controls: Mouse Comments: Needs 150
Bytes/Sec drive, MSCDEX Version 2 or higher

Price: £49.95 Out: Now Publisher: Aditus Tel: 0865 311669





(Top) The first challenge. Can you stay awake till the end of the mission briefing?
(Middle top) Here it is. The 'interactive' bit.
(Middle bottom) A video letter from mumsie.
(Bottom) Drew goes on a rescue mission while you sit back and have a cup of tea.



Quantum Gate



PINIONS DIFFER from one individual to another as to what constitutes an interesting and entertaining computer game experience. Media Vision, however, seems to have missed the point completely. Granted, *Quantum Gate* has absolutely stunning visuals, a captivating plot and a stirring soundtrack but one vital ingredient is missing – gameplay.

A mission briefing sequence that seems to go on forever reveals that earth is on the verge of environmental Armageddon and will be unable to support life forms in less than five years. You and your colleagues are on a life or death mission to reverse the situation and bring peace and harmony back to the world. A series of video clips introduce you to the main characters in the game and all you have to do is sit back and watch as the story unfolds. This is true of the game in general. By the time you've finished *Quantum Gate* you will be a sitting back and watching expert. Even the free exploration periods, where you can roam around the ship to check it out, are a total yawn. You can take a peep in all the rooms but you can't interact with any of the objects in them. Even worse, when the game decides you've seen enough and your free exploration period is over, it whisks you off to the next place it wants you to be and forces you to watch the next series of video clips. If you're really lucky and wander into the right place during your free period, you might bump into someone you can have a quick conversation with to relieve the mind-numbing boredom.

All the video clips are interspersed with comments from your alter-ego Drew Griffin. Drew is not a happy chappy. He moans and whines about almost everything that happens in the game from beginning to end. He tells you constantly how he doesn't want to go where he's being sent and doesn't want to do what he's being told to do. You and me both, Drew.

The action element in the game comes in the form of a laughable 3D combat sequence. This is where you get to shoot down the nasty bugs that have been ruining everyone's life. The combat sequence looks awful, plays like a dog and is totally at odds with the rest of the game in presentation.

If looks could kill *Quantum Gate* would be the meanest, leanest, killing machine in existence. In terms of playability it stinks and comes in as an early contender for Rip Off Of The Year 1994. You have been warned! *Chris Anderson*

**Looks amazing.
Shame you can't join in.**



specs Min. Memory: 8Mb
Min. Processor: 486SX
Min. Speed: 20MHz Installation: Essential
Min. Hard Disk Space: 10Mb Min. Graphics:
SVGA Soundcards Supported: Most Windows
compatible cards Controls: Mouse Comments:
Requires Microsoft Windows 3.1

Price: £44.95 Out: Now Publisher: Media Vision Telephone: 081 568 2222

Spellcasting Party Pack



ACCOLADE GO jumping on the 'stick some dodgy old stuff on a CD and knock it out' bandwagon with three adventure games featuring Ernie the would-be sorcerer. In typical 'shovelware' style, there are no enhancements for CD-ROM and all three titles

have to be installed to your hard disk in their entirety. The *Spellcasting* series follows Ernie's progress through Sorcerer University and puts you in control of his movements. This means you have to sit through all his lessons and listen as some professor or other babbles on and on while you take

notes for future reference. This takes up a large section of all the games and becomes a complete drag after a while.

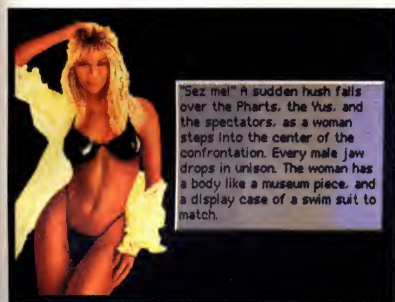
The rest of your time in the game is spent cracking juvenile jokes, picking up girls, chucking spells at things and typing till your fingers fall off. All the commands you use to interact with the game can be entered via the mouse or keyboard, but the mouse control system is a total waste of time. If you want to say

something simple like 'look at the beach' you click on 'look' from the verb menu, then it's on to finding 'at' from the next menu and by the time you get round to choosing 'the' you could have typed the whole thing in four or five times.

Cheap, tacky sexual innuendo is littered throughout the games, as are graphic depictions of women in various stages of undress. You can enter naughty mode which allows you to join in lewd conversations and make the graphics slightly more explicit. Even in this mode you never come across anything above parental guidance level, so if you're thinking of getting these games for the sex content you'll be sadly disappointed.

All the games in this compilation - *Spellcasting 101*, *201* and *301* - have been written for people who still think text adventures are smart and groovy, and for secretaries who want to brush up on their typing skills. For me, the control system drove me nuts, the humour left me cold and the gameplay bored me stiff. Unless you absolutely love text adventures, do yourself a favour and give this lot a miss. *Chris Anderson*

An acquired taste in terms of both the interface and the subject matter.



Damn! I've left my bikini-removing spell at home.



specs Min. Memory: 640K
Min. Processor: 286
Min. Speed: 16MHz Installation: Essential
Min. Hard Disk Space: 3Mb for 101, 4Mb for 201 and 6Mb for 301 Min. Graphics: EGA Soundcards
Supported: Sound Blaster, Ad-Lib, Roland MT-32, Realsound Controls: Mouse, Keyboard

Price: £39.99 Out: Now Publisher: Accolade Telephone: 081 877 0880

DIY

SOUND CARDS

Sound Blaster V2.0 Deluxe Edition (Free speakers & 2 free games)	£44
Sound Blaster Pro Deluxe Edition (Free speakers, 2 games & CD)	£78
Sound Blaster Pro OEM Mitsumi (Free speakers, 2 games & CD)	£78
Sound Blaster Pro with MIDI Kit	£114
Sound Blaster Pro 16 Basic	£105
Sound Blaster Pro 16 Multi CD	£135
Sound Blaster Pro 16 AdSP Multi CD	£164
Sound Blaster Pro 16 ASP SCSI	£177
Joystick only £5 with any Sound Blaster Card	
Sound Blaster 16 ASP Chip Upgrade	£47
Wave Blaster	£136
Midi Blaster	£136
Microsoft Sound Card	£136
Orchid Gamewave 32	£118
Orchid Soundwave 32	£148
Orchid Sound Producer	£38
Orchid Sound Producer Pro	£72
Logitech Soundman Games	£59
Logitech Audioman	£76
Logitech Soundman 16	£99
Gravis Ultrasound Card	£134
Media Vision Pro Audio 16 Basic	£92
Media Vision Pro Audio Spectrum 16	£118
Media Vision Pro Audio Studio 16	£165
Small Speakers	£5
Screen Beat Speakers	£13
Power Adaptor for Screen Beat	£5

JOYSTICKS

Warrior 5 Joystick	£9
Mach 1 Joystick	£12
Mach 1 Plus Joystick	£16
Mach 2 Joystick	£21
CH Flightstick	£27
CH Flightstick Pro	£49
CH Virtual Pilot Yoke	£63
Gravis Joystick Analog Pro	£32
Gravis Advanced Game Pad	£19
IBM Game Card & Joystick 50Mhz	£19

CD DRIVES

AT INTERFACE	
Kodak Photo CD Software	£19
Orchid CDS3110 Dual Speed Drive with Int.	£159
Orchid CDS3110 Dual Speed Drive no Int (Free "Day of the Tentacle")	£155
Panasonic CR562 Dual Speed AT Drive (Comp. with Data & Sound Cable)	£143
Panasonic CD562 AT Interface Kit	£25
Panasonic CD563 Dual Speed AT Drive	
(Complete with 2 free CD's, Aldus Photoshopper & Kodak Photo CD Software)	£186
Sony CDU31A Internal Drive Dual Speed (Complete with AT Int & Cables)	£149
SCSI INTERFACE	
Toshiba XM4101 SCSI Bare Drive	£174
Toshiba XM4101 SCSI Drive Kit	£209
Toshiba XM-3401B SCSI Bare Drive	£260
Toshiba KT-3401B SCSI Complete Internal Kit	£308
Toshiba KT-3401B SCSI Complete External Kit	£408
Toshiba KT-3401B Bare External Drive	£375
Toshiba Sound Cable	£10
NEC 2XI Internal Double Speed Drive	£174
NEC 3XI Internal Triple Speed Drive	£298
NEC 3Xp Portable Triple Speed Drive	£338
NEC 3Xe External Triple Speed Drive	£398
NEC 4X External Quad Speed Drive	£698
NEC AT Interface Kit	£69
NEC Parallel/SCSI Interface Kit	£99
CD ROM KITS	
Sound Blaster Pro Starter Kit	£266
Sound Blaster Pro Explorer Kit	£308
Sound Blaster CD16 Discovery Pack	£418
Sound Blaster CD16 Professional Pack	£418
Orchid Sound Wave 32 & Orchid CDS3110 Drive	
(Free games "Day of the Tentacle" & "Zool" & Speakers)	£299
Sound Blaster Pro 16 & Panasonic 563 Drive	
(3 Free CD's & Screen Beat Speakers)	£309
Sound Blaster Pro & Panasonic 562 CD Drive (Free CD, 2 Games & Speakers)	£219
ACCESSORIES	
CD Caddies	£10

Free **MOUSEMAT** with every order

This is only a small sample of our complete range of stock for the IBM PC. Call for a copy of our current price list or look in Computer Shopper, PC Direct or Personal Computer World.

February '94 Price List All Prices exclude VAT & Delivery

PLEASE NOTE: Prices are changing so rapidly they can go up or down at any time. We will always endeavour to offer you the best prices. We aim to offer all goods from stock, and orders received before 15.00 will be despatched the same day. Our carriage charges are as follows: 1st Class Recorded Post...£5; 1st Class Registered Post...£7; Next Day Courier...£8.15 (dependant upon the number of parcels). If we haven't got the goods in stock, you will be informed by our salesperson before taking your order. You will be given the expected shipping date. With the exception of mice and joysticks, all our goods are supplied with 12 months RTB warranty. And there's a 14 day "no quibble" money back guarantee except for printers.

Simply COMPUTERS
SALES HOTLINE
081 523 4020

FROM THE PEOPLE WHO LOVE PC's

Simply Computers Ltd, 28 Walthamstow Business Centre, Clifford Road, Walthamstow, London E17 4SX.
Telephone: 081 523 4020 Facsimile: 081 523 4002 Showroom Mon-Fri 10am to 6pm. Sat 10am-4pm.



(Top right) The Theme Park fountain... not exactly an 'event', but at only £4.35 per look you can't deny it's value for money. The Bouncy Castle - great fun for the kiddies, and only £38.95 a minute. (Below left) Roll up, roll up: Be Indiana Jones as you ride the rickety mine-shaft attraction (only £349.99 for about 70 seconds). (Top Left) The mega, mutha rollercoaster from Hell. (Below left) The weather's taken a turn for the worse... er, Mickey Mouse umbrellas at £995 anybody?

Burgers \$88
Extra relish
only \$2.55!

items on the menu (not all of them, admittedly, but enough), and then you open your park. So let's have a sample walk through of the sorts of things that might happen. In other words the game starts... now!

① A month isn't a very long time and so you want to make the most of the 'free offer' - but you don't want to go too crazy too quickly, either. You don't, for instance, want to alienate your first visitors by having a disgusting entrance path, covered in dogshit, which leads straight to some overpriced dodgems populated by drunk Hells Angels. (The little people in *Theme Park* are quite capable of naffing off and spreading bad words about your establishment to the folk outside). So you 'paint' down a picturesque path flanked by lovely cherry trees. You also plonk down a couple of of work actors dressed in bunny rabbit costumes... grab the kids by the balls and the parents will trot along behind with their wallets both open and inverted, eh?

② Seeing as you're going firstly for the kids you may as well capitalise immediately, so amongst the cherry trees you drop a couple of balloon vendor stalls... and, nipping into a sub-menu, you set the price at £18.25 each. Excellent.

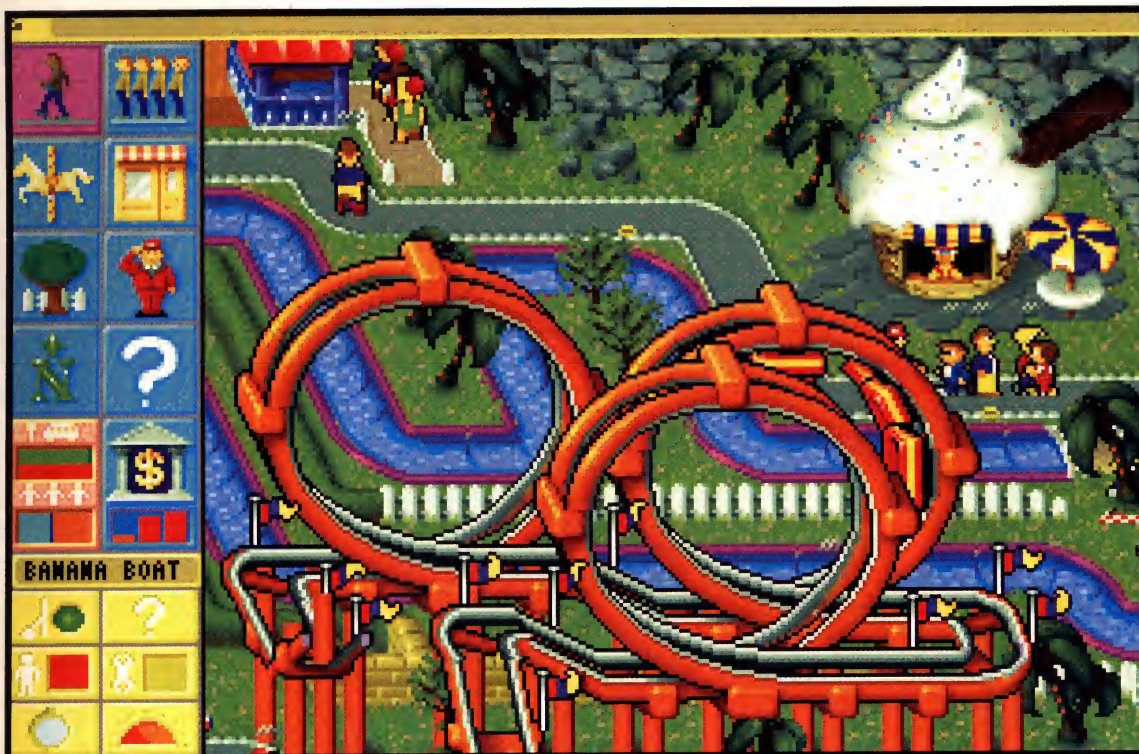
③ You steer your path to the left of the plot so it passes by the small pond you've been gifted with. You decide to kill three birds with one stone here and so increase the size of the pond two-fold, add some trees and fences, add some burger stands and, finally, zap in a small boating attraction. Your elder parent punters will now (a) have their morale (and therefore their willingness to spend) increased by the charmingness of the surroundings, (b) be tempted into taking a picnic (quarter pounders at £3.45 and drinks at 99p a can), and (c) pop out on a boat (two quid for five minutes) with their brats.

④ Your path now leads, via a natty wee bridge and some orange trees, to



The Haunted House. Entry only \$800.00





to your first proper ride... the biggest monster mutha roller coaster the world has ever known. You could almost liken it to a mountain road in Italy, if it wasn't for the triple corkscrew and double mega-loop sections: crack RAF fighter pilots would think twice before going on this baby. You price it accordingly.

5 And then you decide to... but wait. All that faffing around designing the roller coaster took longer than you thought - and while you were being 'artistic' the clock caught up with you, and now you'll have to start paying for your hardware. (And other things). So it's time to open the gates - and as the money pours in from the delighted punters, you can spend it on a continued expansion. Or can you? Let's see.

Your very first punters

Here we look at the reactions of a single, fairly typical family. In the actual game you obviously don't get things spelled out for you in the following manner, but it's much the same thing: all the little computer people visiting your park have heaps of artificial intelligence inbuilt, and will soon catch on if you're ripping them off - you can even click on individuals and question them as to what they are and what they aren't happy about. So let's see how things go with Mr and Mrs Clinton and their son Bobby (aged six).

MRS CLINTON: Ooh, this is lovely - those beautiful trees.
MR CLINTON: Yes, it is quite pleasant, isn't it. My wallet is readied.
BOBBY: I wanna balloon.
MR CLINTON: A balloon for my son please, Mr Vendor.
VENDOR: Certainly, madam. That'll be a mere £18.25, please.

MR CLINTON: ... Whaaaaat???

VENDOR: They're excellent balloons, sir, they're the best!

MR CLINTON: I don't care how good they are, I am *not* spending nearly 20 pounds on a balloon!

BOBBY: Waaaaaaaa! I wanna balloon, I wanna balloon!

MRS CLINTON: Sssshhhhh dear, we'll, er, get you a balloon later. Oh, look, there's a giant bunny rabbit. Go over and say hello to the bunny, Bobby, there's a good boy...

MAN DRESSED AS BUNNY: Hi there kid, what's yer name an' that?

BOBBY (getting a bit red in the face): Waaaaaa! Boo hoo hoo! Waaa!

MAN DRESSED AS BUNNY: Oi, leave it out you little bugger.

Later, after a disgruntled Mr Clinton has decided against a picnic (having hotly debated the prices with the two burger salesmen) and has completely ignored the boat rides, the Clinton family find themselves standing at the foot of the mega mutha monster roller coaster from beyond the infernos of Hell.

MRS CLINTON: I'm not going to take Bobby on that.

BOBBY: I wanna go home now, I wanna go home...

MR CLINTON: Hang on a minute Bobby, I just want to have a quick chat with the gentleman in charge of this roller coaster.

BOBBY: I wanna go home now, I wanna go home...

MRS CLINTON: I know dear, but wait until daddy has finished talking to the nice man. Oh, he has finished talking. (Addressing Mr Clinton) What did he say, dear?

MR CLINTON: £80.00 Let's go home.

BOBBY: Waaaaaaa! I wanna balloon, I wanna balloon!

MR CLINTON: Shut up you little bast.

And so on...

Hopefully, you'll get the idea. A multitude of variables are at play here, and I reckon my journalistic license in the preceding description of the visiting Clinton family is entirely appropriate.

Theme Park's humourously rendered visual exteriors (a pompous way of saying that the graphics are excellent) mask the cleverness of the code within.

I'm going to put my neck on the line here and predict that Theme Park will be more addictive than anything else Bullfrog has produced to date. The final review will tell you where it's all really coming from, of course, because I'm only guessing.

But let me finish with a few bursts of information to give you the sense of depth involved.

- 1 You can adjust the amount of salt used on your fast foods.
- 2 If a ride is severe enough, and a punter has eaten just before going on it, he or she may vomit not long afterwards.
- 3 The punters can read signposts.
- 4 Nobody enjoys queuing.
- 5 Toilet placement can be paramount to success.
- 6 You can glue the coconuts down if you own a coconut shy.
- 7 You may find yourself in wage negotiations with staff.
- 8 There are computer controlled theme parks to do battle with - they can buy into you, you can buy into them, there's a business sim hidden away.
- 9 You're not just fighting for profit, you're also fighting for credibility.
- 10 And on and on and on and on. The bracketed numbers could easily go into the zillions, so I think I'll just wrap up with this one then shall I: (12,430,004). Z



(Left) Part of monster mutha mega rollercoaster from Hell, superb value at only £3,000,000 a go.

(Above top) Take an elevator ride up Magic Mushroom Towers, and enjoy the £250 rotating view.

(Above) Hmm, the park seems to be emptying. Why could that be?

PC ZONE specs

Minimum Memory: 4Mb

Minimum Processor: 386

Minimum Speed: 25MHz

Installation: Essential

Minimum Hard Disk: 2 - 10 Mb

Minimum Graphics: MGA

Soundcards: All major soundcards

Controls: Mouse

Comments: Minimum memory 555K without digitised sound.

ON A SERIOUS NOTE...

Practical Advice when buying from Mail Order Companies

You can save money buying direct – be sure you follow our advice to keep your purchasing trouble free!

- 1** Use a credit card to purchase goods whenever possible. Credit card companies generally insure against non-receipt/damaged goods for a limited period.
- 2** Never send postal orders or cash, as these cannot be traced and therefore refunded.
- 3** Try to avoid payment by cheque, as these could be cashed before receipt of your goods.
- 4** Make sure the advertisement specifies a delivery date (28 days). If you're not sure phone and check.
- 5** Check that the magazine publisher is a member of MOPS (Mail Order Protection Scheme). Dennis Publishing already participates in this scheme.
- 6** Always keep details of the advert and company in question. If you do make payment by cheque, keep a copy of the cheque stub or photocopy the cheque before posting.

In the unlikely event of a problem contact either the Advertising Standards Authority (who will investigate your complaint and even help with refunds 071-580 5555) or your local trading standards office. In addition you can write to the Zones Advertising Department, 19 Bolsover St, London W1P 7HJ.

TRIANGLE ENTERTAINMENT SOFTWARE

TITLE MARKED WITH (*) MAY NOT HAVE BEEN RELEASED, PLEASE RING TO CHECK AVAILABILITY

TEL (0908) 375828
FAX (0908) 367735



ACCESS & VISA ACCEPTED

TITLE	P.C.	PRICE
Aces of Europe		£29.99
Aces of the Pacific		£27.99
Advantage Tennis		£21.99
Alien Breed		£25.99
Alone in the Dark		£28.99
Alone in the Dark 2		£28.99
Alone in the Dark/Jack in the Dark		£28.99*
Ambush at Sorinor		£26.99
Another World		£12.99
Archer McLeans Pool		£19.99
Ashes of the Empire		£14.99
ATAC		£17.99
B17 Flying Fortress		£17.99
Batman Returns		£21.99*
Beneath a Steel Sky		£26.99
Betrayal of Kronor		£28.99
Blade of Destiny		£26.99
Blue Force		£25.99
Blues & Grays		£26.99
Body Blows		£19.99
Brutal Sports Football		£21.99*
B-Wing		£14.99
Car & Driver		£25.99
Championship Manager 94 data disk		£8.99
Chuck Yeagers Air Combat		£10.99
Civilisation		£24.99
Comanche Mission Disk 2		£17.99
Comanche: Maximum Overkill		£28.99
Cruse for a Corpse		£12.99
Curse of Enchantia		£14.99
Cyber Race		£28.99*
Cyber Worlds		£28.99
Darkside of Xen		£29.99
Dark Sun shattered lands		£29.99
Daughters of Serpent		£23.99
David Leadbetters Golf		£17.99
Day of the Tentacle		£26.99
Day Fight		£21.99
Dracula		£25.99
Dune II		£22.99
Elder Scrolls		£27.99
8 Ball Deluxe		£23.99
Elite II Frontier		£26.99
European Champions		£21.99
Even More Incredible Machine		£26.99
Fables & Feinds		£19.99
Falcon 3		£19.99
Fantasy Empires		£28.99
Fields of Glory		£28.99
Fire & Ice		£21.99
Flashback		£24.99
Flight Sim 5.0		£28.99
Formula One Grand Prix		£21.99
Front Page Sports Football Pro		£25.99
Fury of the Furies		£23.99
F15 Strike Eagle III		£21.99
F19 Stealthfighter		£14.99
F29 Ratskator		£21.99
Gabriel Knight		£26.99
Genesis		£19.99
Goblins		£12.99
Goblins 2		£14.99
Goblins 3		£25.99*
Graham Gooch Cricket		£21.99
Gunship 2000		£25.99
Gunship 2000 Scenario Disk		£18.99
Harrier Jump Jet		£29.99
Hired Guns		£25.99*
Hoyles Book of Games		£10.99*
Humans		£14.99
Inca 2		£29.99*
Incredible Machine		£25.99
Indianapolis 5000		£12.99
Indy Car Racing		£28.99
In Extremis		£24.99
I. Jones Adventure		£23.99
I. Jones Action		£14.99
Innocent Until Caught		£26.99
Jurassic Park		£28.99
Kasparovs Gambit		£28.99
Kings Quest I		£12.99*
Kings Quest VI		£29.99
Knight of the Sky		£14.99
Lands of Lore		£23.99
Legacy		£22.99
Legend of Valour		£25.99
Leisure Suit Larry 1		£12.99*
Leisure Suit Larry 6		£28.99*
Lemmings 2: The Tribes		£24.99
Links Challenge Golf		£14.99
Links: 365 Pro		£29.99
Links: The Belfry		£14.99
Util Devil		£26.99
Loom		£10.99
Lost Files of Sherlock Holmes		£25.99
Lost in Time		£29.99*
Lost Vikings		£22.99
Lotus - Ultimate Challenge		£22.99
Lure of the Temptress		£14.99
Magic Candle II		£14.99
Maris		£28.99*
Master of Orion		£28.99*
Mavis Beacons		£11.99
Monkey Island		£14.99
Monkey Island 2		£24.99
Monopoly		£23.99
Mortal Combat		£22.99*
Nascar		£14.99*
National Lampons Chess		£29.99
NFL Coaches Club Football		£29.99
NHL Hockey		£29.99
Nick Faldo's Golf		£24.99
Patriot		£28.99
PGA Tour Golf Plus		£23.99

Pirates Gold	£29.99
Police Quest IV	£26.99
Populous & Promised Lands	£10.99
Premier Manager	£14.99
Premier Manager 2	£22.99
Prince of Persia 2	£26.99
Privateer	£31.99
Privateer speech pack	£14.99
Railroad Tycoon	£26.99
Railroad Tycoon Deluxe	£26.99
Rally	£23.99
Reach for the Skies	£23.99
Return of the Phantom	£29.99
Return to Zork	£29.99
Rex Nebular	£16.99
Rise of the Robots	£31.99
Rules of Engagement 2	£28.99
Ryder Cup	£21.99
Sam & Max	£29.99
Sam Team	£26.99
Sensible Soccer	£23.99
Shadow Caster	£28.99
Sherlock Holmes 2	£32.99
Sherlock Holmes 3	£39.99
Silent Service II	£14.99
Sim City 2000	£27.99
Sim City Lemmings	£21.99
Sim Farm	£22.99
Simon the Sorcerer	£25.99
Space Hulk	£24.99
Space Quest IV	£14.99
Space Quest V	£25.99
Special Forces	£14.99
Speed Racer	£25.99
Star Lord	£28.99
Star Trek: Judgement Rites	£25.99
Strike Commander	£32.99
Strike Commander speech pack	£14.99
Strike Commander special ops	£14.99
Stronghold	£23.99
Sub War 2050	£26.99
Super Tennis	£14.99
SVGA Harrier	£28.99
Syndicate	£28.99
Task Force 1942	£28.99
Testmaster 3000	£16.99
Testmaster 4000	£33.99
Terminator Rampage	£22.99
TFX	£28.99
The Hand of Fate	£25.99
The Patrician	£25.99
Tornado	£29.99
Tornado - Operation Desert Storm	£18.99
Transartica	£21.99
Triple Action 1,2,3,4 or 5	£12.99
Ultima VI	£12.99
Ultima Underworld II	£26.99
Ultima VII Part 2	£29.99
Unnecessary Roughness	£25.99
V for Victory 4	£26.99
Victory at Sea	£29.99
When 2 World Wars	£25.99
Wing Commander	£10.99
Wing Commander 2	£26.99
Wing Commander Academy	£26.99
Wordtris	£14.99
Xmas Lemmings	£12.99
X-Wing	£29.99
X-Wing: Imperial Pursuit	£14.99
Zanth	£25.99
Zool	£16.99
TITLE	PRICE

CD ROM

7th Guest	£52.99
Advantage Tennis	£25.99
Alone in the Dark/Jack in the Dark	£28.99
Chess Master 3000	£29.99
Day of the Tentacle	£29.99
Dracula Unleashed	£32.99
Dune	£29.99
ECO Quest	£33.99
Eric the Unready	£24.99
Franky Pharkas	£32.99
Gateway 2	£26.99
Goblins 2	£32.99
Goblins	£28.99
Inca II	£29.99
I. Jones Fate of Atlantis	£29.99
Jutland	£44.99
Kings Quest VI	£32.99
Kingmaker	£25.99
Laura Bow 2	£24.99
Legend of Kyndria	£29.99
Loom	£29.99
Lord of the Rings	£29.99
Microcosm	£32.99
Monkey Island	£29.99
Oceans Below	£29.99
Railroad Tycoon	£26.99
Rebel Assault	£34.99
Return to Zork	£32.99
Ringworld	£26.99
Ryder Cup	£29.99
Sherlock Holmes 3	£32.99
Space Shuttle	£29.99
Strike Commander	£34.99
Star Trek	£32.99
TFX	£32.99
Tornado Op. Desert Storm	£34.99
Ultima 1-6	£39.99
Willy Beamish	£29.99
Wing Commander 2 Deluxe	£32.99
Winter Olympics	£29.99
World Atlas	£24.99

ALL PRICES INCLUDE VAT & ARE SUBJECT TO CHANGE WITHOUT NOTICE, E&OE.

UK PLEASE ADD £1.00 TOWARDS POSTAGE & PACKAGING PER ITEM, EUROPE ADD £2.50, ELSEWHERE ADD £4.00.

ACCESS & VISA ACCEPTED.

CREDIT CARDS WILL NOT BE CHARGED UNTILL GOODS ARE DESPATCHED.

PLEASE MAKE CHEQUES & POSTAL ORDERS PAYABLE TO:

TRIANGLE ENTERTAINMENT SOFTWARE

34 WHARFSIDE • FENNY STRATFORD • BLETCHLEY • MILTON KEYNES • MK2 2A

SEND YOUR QUESTIONS TO: BITS & PCs, PC ZONE, 19 BOLSOVER ST. LONDON W1P 7HJ



Judging by the letters this month, PC Zone has just reached Australia. Mark Burgess eschews cheap jibes for sound advice.

Wobble Board

ABOUT SIX months ago I went out and said: 'Hey, what the hell, I'm going to buy a soundcard'. In fact, I purchased a Sound Galaxy NX PRO, took it home and loaded it into my computer. It worked fine with all the things that I wanted to use it for until I hooked the CD player from my stereo into the line in on the soundcard. When I played my CDs through it, all the backing music came out but the vocals had been almost perfectly removed (as well as backing instruments depending on the complexity of the music – but usually just vocals). This may seem bad to some, but being the ingenious young man that I am, I just plugged in a microphone and turned the system into a Karaoke machine that I could use with any song I liked.

All my family and friends were somewhat impressed by this and we spent long nights making fools of ourselves and recording our efforts... until one dark and stormy night when mysteriously everything started working as it was originally meant to and the songs burst forth with both musicians and vocals complete!

What I want to know is how do I get it to go back to the old 'incorrect' version? I have written to Sound Galaxy, but have not received a reply as yet. I've tried changing the base address, IRQ and DMA to different settings but it seems to make no difference. The computer I am using is a NEC Powermate 286SX 16MHz, 1Mb RAM, 20Mb hard disk and an 80Mb hardcard (which apparently also uses base addresses?) Please help.

Adam McLeod, Camberwell, Australia

P.S. Is there an Australian version of PC Zone?

What happened was a simple loose connection. I bet you could reproduce the effect by slowly edging out the jack plug.

There is already an Italian version of PC Zone with Australian and Arabic editions in the pipeline. MB.

Board Agenda

I AM LOOKING to expand or upgrade my present 286 12/16MHz, 2Mb RAM system either by replacing the motherboard with a 386 33MHz or obtaining extra RAM and EMS driver software. My system RAM consists of 2 x 1Mb 70ns 9 chip SIPS and I'm wondering if there's such a thing as a 386 board which accepts these, whether it would fit in my small footprint, flaptop case, and who manufactures or supplies one. The alternative is a

286 EMS driver other than VRAM which I'm already familiar with.

Finally, I am wondering if Domark ever produced a budget version of Castle Master and, also, if you could recommend a budget soundcard.

Mark Wilkinson, Newbiggin-by-Sea, Northumberland
Only old motherboards use SIPS (Single Inline Package); I don't think you'll find a 386 motherboard with sockets for them. The memory drivers in DOS (HIMEM.SYS & EMM386.EXE) are perfectly adequate and getting a new driver – if I understand you correctly – won't do anything.

Domark say that there are no plans to release Castle Master on budget. As for budget soundcards, see the reply to the next letter. MB.

Cheap Sounds

I AM WRITING to ask whether you can help me in my long search for a suitable soundcard for my Amstrad PC 386, 20MHz with 4Mb RAM. The soundcards on offer are unsuitable for my PC because most of them come with a game port and I'm not prepared to throw away my existing game port card. So I am looking for a soundcard without a game port, Sound Blaster or Ad-Lib compatible and I'm prepared to spend no more than £50.00.

Please say it comes with free speakers.

David Mocceale, Hoddesdon, Herts

You won't get a soundcard that's without a joystick port, although you can always disable it and write your games port off to experience. You should be able to pick up the Orchid sound producer with speakers for under 50 quid. Sound Blaster version 2.0 itself is available for under £50.00 if you shop around. MB.

Window Dressing

I HAVE A Dell 425S/L 486SX with 4Mb RAM and 120 Mb hard disk. It came with the disks and manuals and Windows installed.

I have just taken up a subscription to your smashing magazine which I have found to be very interesting and a clear introduction to PC games. I

am more at home with WordPerfect 5.1 and spreadsheets than games so I would be obliged for your assistance with the following:

1. I have successfully installed your DOS 6.2 update. When I switch on, the screen shows the system installations such as 640K Base Memory and 3360K Extended Memory. But where it used to say DOS 6.0, it now says: 'INCORRECT DOS VERSION INSTALLED.' Does this matter and can I change this to read DOS 6.2 installed?

2. I tried to install the Seal Team demo disk from Issue Eight but it would not work. The screen first flashed up '9760 BYTES EXTENDED MEMORY REQUIRED' – I think – it was so quick. Now the screen flashes a very brief message '60000 BYTES OF MEMORY REQUIRED'. I have tried to allocate the proper amount of extended memory to enable the application to run but without success and despite having both the Windows 3.1 and DOS 6.0 manuals. I am not very computer literate and would appreciate your input. I intend to acquire Flight Sim 5 soon and this requires 1Mb extended memory – how on earth do I allocate this?

3. I installed the 3D chess game from the cover disk on Issue Nine and as I like to start from Windows, I created a group window and allocated an icon to the game. When I tried to start the game a warning message appeared which said that the application had damaged the system integrity and that the computer must be restarted after all the applications had been turned off! I don't understand this as I successfully created a group window for ATP which functions fine. Help!

4. I would like to learn to use my computer properly and to configure Windows to my best advantage. Are there any computer clubs that I could join in London to do this?

5. I would like to use the DOS 6.0 Doublespace feature. How would this affect Windows, WP 5.1 and any games?

6. I intend to install a soundcard and eventually a CD-ROM drive. Do either of these devices take up any memory space from the hard disk? Sorry to be so ignorant.

My brain cells are hurting from all this thinking so please write to me soon and cure my headache!

Paul James, London, SW2

1. The DOS update wasn't ours, it was on the cover of one of our sister magazines, Computer Shopper. I suggest you try installing it again, making sure that the MAKESYS and SETUP procedures are followed.

2. The Seal Team demo needs about 590K base memory and 1Mb extended memory. Put a line in your CONFIG.SYS that says 'EMM386.EXE 1024 RAM' and disable SMARTDRIVE.

3. I run Cyrus Chess from Windows – although from File Manager – and I haven't had any problems. Use 'Properties' to check that the command line is correct and that you're calling the right file (CYRUS.COM). There is a chance you have a corrupt file in which case send the disk back to me and I'll replace it.

4. The British Association of Computer Clubs has details on over 1,000 computer clubs and special interest

Manic Miner

M'aidez! I am having trouble getting a definite answer (or perhaps that should read 'the answer I want to hear') to a question that has been tearing my mind apart for ages. So, what I want to hear is whether or not there are any PC versions available of the age old computer game classics Manic Miner and the Jet Set Willy games. If there are then bloodshed would be a small price to pay for me to get hold of a copy. Can anyone help? I'm going insane!

Lee Bramwell, Chelmsford, Essex

Look at the Apogee shareware games like Crystal Caves or Secret Agent. Alternatively, check out the commercial program Robocod from Millennium (0223 844894). If you still have the original games, there is a Spectrum emulator for the PC so you can play your old copies on your ninja 486 machine or whatever. MB.

groups. Send a SAE to John Dale, Database Manager, BACC, Banc Y Rhosyn, 14 Born Y Glyn, Bronwydd, Camarthen, Dyfed, SA33 6JB.

5. There are reports of problems with Doublespace and some games but there seems to be nothing in common between those games that refuse to work with it. Origin says frankly that it does not support compression programs nor does it test its products with them. Check with the publishers to see if any problems have been reported, and keep a fair bit of your hard drive – say a half – uncompressed. You're unlikely to run into problems with utilities such as WordPerfect or Windows.

6. The drivers – the programs that make these devices work – will take up a small amount of disk space. What you should be aware of is that they ought to be loaded high in memory so as not to take up precious Base RAM. With DOS 6 you have the ability to set up different system configurations which will help you avoid clashes between programs fighting for the system resources. **MB.**

Bank Job

I HAVE A 486 SX 25 with 4 x 1Mb SIMMS in and four free banks. Is it possible to buy another 2 x 1Mb SIMMS and put them straight into two of the four banks. Two of my friends say you have to fill up banks of two, the other insists you have to fill up banks of four. Who is right? Also please can you tell me when the Logic 3 Logipad (15 pin) for the PC is coming out and how much it will cost?

Keep up the good work.

Rob Morris, St Margaret's Bay, Kent

SIMMS are inserted in two or four modules; you will be okay filling two banks. The Logic 3 Logipad for the PC should be out now and it costs £18.99. **MB.**

Bad Show

IT'S A MYTHTERWEE, as Toyah used to say. The solution is probably simple, but I can't see it. Or at least I can't be sure. Therefore, I'm turning to the West, bowing once to Microsoft, then hoping your Pentium-ready brains can provide the answer.

The problem is a slide show of a game I'm trying to develop. Having put in months of effort to get the PCX files into shape, I compiled them into a self-running slide show using Neoshow. When I played it back, everything was perfect. So, happy with my achievement, I zipped a copy onto disk and took it to my colleague, but the result of running it on his machine was that only the top left hand corner of the first (and every subsequent) image was visible on screen. Why? We both have 486sx machines with 1Mb video cards. Mine is a Paradise and his a Cirrus Logic. The only difference is that I have a VGA monitor and my colleague's is SVGA. But, unless my logic fails me, SVGA monitors should be able to show anything that runs on a VGA.

What's the problem and how can I fix it? My latest thought is that the video card is to blame (his, not mine) as I tried it in my machine and got the same, less than satisfactory results. The Cirrus Logic card will not run either Neopaint or NeoShow in 256 colour mode. Trying just produces the message 'CANNOT RUN DUE TO LIMITATIONS OF YOUR CARD' or something like that. Which would be fine, except that the bloody thing is capable of delivering true colour when used with CorelDraw! or Micrografx Photomagic.

SWALK

I bought a Western Systems 386 SX/33MHz last Christmas and I'm thinking of upgrading it. Do I need to buy a new 486 motherboard or can I just try a new chip. Also I have 2Mb RAM and I bought the November edition and loaded the cover disk. I needed EMS memory so I changed my CONFIG.SYS file. I loaded the Seal Team demo and still didn't have enough memory – I tried everything I knew and after exhaustive hours of looking through my DOS 5 manual I was still unsuccessful and gave up. Can you tell me if it is possible to run Seal Team on my computer and how.

Johnnie Margerison, Wotton-under-Edge, Glos

Cyrix produce a range of chips that upgrade a 386 to near 486 performance. They are for the 386DX 16/20/25MHz machines. Because you have a 386SX, you will probably find that the chip is soldered in and you will have to go for a motherboard upgrade. See the reply to Paul James; you need 1Mb configured as expanded memory. **MB.**

So is it just an incompatibility problem between Neoshow and Cirrus Logic? Or won't my slide show work on anything except a Paradise video card?

Alan Ward, Kenilworth, Warwickshire

There are some compatibility problems with Cirrus Logic chipsets, but I would be surprised if they affected NeoShow. NeoShow stores its setup information in the NEOSHOW.SET file in the \NEOSHOW directory. This file contains information about the default settings, such as the video mode and memory usage options.

If you are transporting it to a different video card then use the 'Set Preferences' option from Setup on the main menu and save the configuration as SVGA.SET. Then run NeoShow with the /S option. **MB.**

No Joy

I HAVE A Gravis analogue joystick 15 pin with a games card and I have just bought a Quickshot 123 Warrior joystick. The problem is that I can't get the Warrior to work on the Gravis card although my Gravis joystick still works.

John Connor, Dublin, Eire

There shouldn't be a problem with the joystick. Are you sure that you don't have another game port on your machine? If you do it will need to be disabled if you're using the port on the Gravis card (and vice versa). If your other joystick worked then I think you've got a faulty joystick or one that's not PC compatible. **MB.**

Simon Says

WHEN I RECEIVED a copy of Issue Six I rode home and whacked your coverdisk into the drive and loaded the installation program for Simon The Sorcerer. When that was finished I went straight back to DOS and used the Simon The Sorcerer setup program. When I had finished with that I tried to load the game and instead of getting nice pretty pictures on my screen I got the ever familiar DOS prompt! Please help as I am only 13-years-old. I have enclosed as much information as I can. The computer is an Amstrad 3086 and has 640K base

memory. If this problem can't be helped could you give me another coverdisk without such a problem?

Timothy Hayward, Victoria, Australia

I've tested the disk and it works fine. The problem is with your machine; the Amstrad 3086 was an XT clone with a 8086 processor running at 8MHz with a 30Mb hard disk. I've sent you a few shareware games that should run on your computer. I'm sorry to break the news to you, but you will find very few games – and demos of games – that will run on a 3086 machine. The absolute minimum now is a 386 at about 25MHz but if you're going to buy a new computer look at a 486 machine with at least five times the hard disk space you have now. Otherwise you will be doomed to finding that fewer and fewer pieces of software will even install on your computer, let alone run. **MB.**

Going For Indy

I'VE RECENTLY purchased IndyCar Racing, and I've run into a couple of problems. After installing the whole game, and making a boot disk, when I start from the boot disk it seems to load up the INDYCAR.EXE file and then the computer just freezes. I've tried re-installing and everything but it happens every time. I can't imagine what the problem might be because because my computer is an Acer 486DX-33 with 130Mb hard disk, 617K free base memory and roughly 2.5Mb free of XMS memory. I would be very grateful if you could solve the problem for me.

Jeff Kwon, Billingham, Cleveland

IndyCar Racing needs 4Mb of RAM, which it configures with its own built-in memory manager. You don't have enough memory with 2.5Mb. When Patrick reviewed the game, we had to do horrendous things with the CONFIG.SYS file to get the thing to run, even though we had 8Mb RAM. **MB.**

Video Tasty

PICKING myself off the floor after seeing the TFX video, I was trying to figure out a way to allow my finances to purchase the 'game'. Well I say game maybe I should refer to it as a masterpiece. Anyway, enough of that superb game, now for my little poser (no remarks please). In March last year, I purchased a CD-ROM. At the time it was a sparkling example of the latest technology money could buy. Well, after a friend brought across one of his CD games to show off with (Dune) I was horrified to find out that my latest piece of technology, my pride and joy, could run this game but we had to wait 30 seconds between each frame of animation. Well, a tear ran down my cheek as I realised what was happening. I shuddered as I realised what the installation program was gibbering about when it said '31 KB/SEC SUSTAINED TRANSFER'. This brings me back to TFX. I believe TFX is available on CD-ROM and I wonder if my GenStar 2000 external CD-ROM could run it?

Scott Mould, Arbroath, Scotland

Yes, 31Kb/sec is very slow – a more normal figure is ten times that and you won't get far with a transfer rate of less than 150Kb/sec. With a slow drive, you can try for extra speed with a caching program such as CacheAll from Foxpro (081 882 1874) but I'm afraid 31Kb/s is hopeless. Ocean reckon that TFX will run on a single speed drive – but that still means 150Kb/sec. **MB.**

TROUBLESHOOTER

FEATURING THE HACKMASTERS™ AND THE TRUEPLAYERS™

In the chewed-up, rubble-strewn, still-smoking holocaust that is the PC gamesplaying world, two sets of rogues scavenge the landscape. Firstly scuttle the TruePlayers™, picking through the litter, searching for RPGs, strategy games, flight sims, and small pieces of cheese. When they find them, they play them – to death. They will never cheat. The HackMasters™ are their opponents in this wasteland. A hacking, cracking, cheating fraternity, dedicating their time to destroying the very games the TruePlayers™ play on Sunday afternoons. Troubleshooter mediates.



Phone: 071 917 7689
Ask for TruePlayer™ Tips
from 2.00pm to 6.00pm
on Wednesdays only.

This is not a free phone number but neither is it a premium line number. Just dial the digits and request what you want: complete solutions, maps, cheats, hacks and all sorts of gamesplaying tips for all the latest games – they're yours. Just ring and hear us sing.

PC ZONE and Dennis Publishing take no responsibility for hardware or software damage incurred from using the HackMasters™ hacks and cracks. The percentage chances (according to Mister Spock) of anything adverse happening are one to 100,000,000,000 (against).

These hacks are copyright of Felden Publications 1994. If you try and pass them off as your own to another magazine, we'll get you, we will.

The HackMasters™



OR, WHAT A LOT of hacks, you might be thinking as you survey the HackMasters™ pages this month. Cheats, hacks and debugs for TFX, Subwar, Fury Of The Furries, Doom, and more. Please, you say, please HackMasters™, we can't take any more.

Backup

Most, if not all, the hacks on this page will require changing actual game files. It's sensible then, to back up the file specified in the hack. To do this, simply enter the directory containing the file, say for example SAVEGAME.SAV, and back it up thus:

```
COPY SAVEGAME.SAV SAVEGAME.BAK
```

If you make a bad mistake and/or Eldorado is re-commissioned, then restore the files thus:

```
COPY SAVEGAME.BAK SAVEGAME.SAV.
```

Hexadecimal

We count up in base 10. The PC's count up in base 16. Like this: 01, 02, 03, all the way up to 09 and then 0A (for 10), 0B (for 11), up to 0F (15) and then 10, which, in decimal, is the number 16. But for the HackMaster's™ experience you only really need to learn a few choice hex numbers.

HEX	DECIMAL	HEX	DECIMAL
0AH	10	40H	64
0FH	15	63H	99
10H	16	64H	100
20H	32	C8H	200
28H	40	FAH	250
32H	50	FFH	255

Debug

Somewhere in the depths of uncharted territory (i.e. your DOS directory) is a very useful program called *debug*. It allows you to edit files of all descriptions and subtly change the data. It is the program we will use most in the HackMaster Zone™ and, since it is the most user-unfriendly program on this planet, I think that a brief introduction/explanation may be in order. Here's a step by step guide to a *debug* hack:

To run it just type *DEBUG* in the appropriate directory (i.e. the one mentioned in the hack blurb.) It should run automatically and produce a little '>' prompt.

```
1 >NSAVE0.SAV <return>
```

Now, once you have a little '>' or '.' prompt

(depending on your DOS version) you should type in the commands listed in the program, starting with the line above: the 'N' command. This tells *debug* which program is to be hacked. There is no space between the 'N' and the full filename.

```
2 >L <return>
```

This command actually loads the file you've just specified into memory and into the awaiting hands of the hacker.

```
3 >E 0120 v <return>
```

This is the Edit function. Type it as it appears above, i.e. with a space between the E and the address (0120) and the 'v'. Don't type the 'v'. Instead enter a value you will enter yourself, ranging between 00H and FFH (0 to 255 decimal).

```
4 >E 4315 90 90 90
```

If the edit command looks something like this (ie a long list of numbers), then press RETURN after the address and *debug* will repeat your command. Then simply type in the values which follow (FF and FF) pressing SPACE between each one, except the last when you should press RETURN. So basically, the command should be enacted thus (with what you must type in red):

```
>E 01E3 <return>
```

```
21FB:01F3. 34.FF <space> 34.FF <return>
```

```
>
```

```
5 >W <return>
```

This command writes the hacked file back onto the disk. A message saying: 'WRITING XXXXX BYTES' will appear, where xxxxx is the size of the file (it varies). Nothing has been changed on your hard disk until you type this command. So if you've made a mistake just quit *debug* and start again.

```
6 >Q <return>
```

This quits you back to DOS.

Sector editors

Some of you may possess disk sector editors such as Xtree Gold or Norton's Disk Edit (DE.EXE). It is important to note that the offset (or address) in the hacks are for DOS's *debug* which automatically adds 256 bytes (or 100 hex) to the address.

So, if you prefer to use your editor, deduct 100 hex from the address. If an address is 0141 on the page then your address will be 0041. If it's 0AA9 then you need to find offset 09A9. (it's just a simple case of deducting one from the second figure from the left. If in doubt, use *debug*.)

NB When using the Find/Change to style hacks you may encounter a problem with Xtree Gold. It, unfortunately, has trouble located hex strings which are split over a line. If in doubt search for the first two figures of a line and then look at the following



A barrage of statistics in Subwar 2050.

SUBWAR 2050 (MicroProse)

Frighteningly realistic sub(medi)terranean Trident sim, they say. We, The HackMasters™, have never played it, so we'll reserve judgement. But then who needs to with a savegame feature as hackable as this 14meg blimp. Brian Oxley is the HackMaster™ in charge of this one. Play the game as per usual, save your progress in slot 0, quit out, backup the file SLOTO.SAV and then *debug*:

```
>NSAVE0.SAV
>L
>E 0119 66 66 66 66 66 66 66
    Loads of money
>E 0120 v
    v current mission
>E 0122 v
    v campaign
>W
>Q
```

The extra money hack should make you more or less immortal while the mission and campaign offset will allow you to play any mission.

MASTER OF ORION (MicroProse)

These intergalactic strategy games bring a glint to the eyes of HackMasters™ the world over. Nothing is more eminently hackable than a game which uses money. You can't buy better ships unless you have enough money. You can't buy better weaponry or trading materials unless you have enough money. It's capitalist and annoying. Let, then, the rather socialist HackMasters™ plump up your 'space dollar' rating on *Master Of Orion* with this simple *debug* thing.

Play the game as normal, save the game in slot one and then quit out. Backup the file GAME1.SAV and then *debug*:

```
>NGAME1.SAV
>L
>E 7514 40 4B 4C 00
>W
>Q
```

FURY OF THE FURRIES (Mindscape)

If there's one complaint the HackMasters™ have against this addictive cutesy platform extravaganza is the paucity of lives. Five lives? We ask you. Backup the file FURY.EXE as FURY.BAK and then using your disk editor (Xtree Gold, PC Tools etc) and do the following:

For infinite lives:

```
Find:          FF 0E F7 1E
Change to:     90 90 90 90
```

For immunity:

```
Find:          83 3C FF 74 40 A1
Change to:     83 3C FF EB 40 A1
Find:          E9 11 FF C7 06 BF
Change to:     E9 11 FF E9 0E FF
```

CHRISTMAS LEMMINGS (Psygnosis)

Here are all the codes to the seasonal suicide 'em-up, courtesy of Jason, Julian and Mark of the NewBridge Group Plc.

FLURRY

```
1 IJJDLLCCAD
2 NJJDLCCADAQ
3 HNDHMCNEAJ
4 LDLCAINFAS
5 DLGCMJLLGAN
6 DLGCKLLGAK
7 LCANNLDHAI
8 CINNLDLIAR
9 CAJJMDLJAD
10 MJHMDLCKAO
11 NJJLHCELAD
12 JMDLCINMAS
13 MDLCAJLNAJ
14 DLGCKNMOAE
15 LCAOLMDPAQ
16 CINNMDLQAK
```

BLITZ

```
1 CAJJNNHBBB
2 IJJDLLCCBG
3 NJJLFCADBD
4 JLFCLINEBM
5 LILCAJNFDF
6 FLCIKLLGBN
7 LCANNLFHBL
8 CINNFLIBE
9 CAJJMFLJBG
10 IKHMFLLCKBO
11 NJJMLCALBM
12 JMFCLINMBF
13 MFLCAKLNBN
14 NHCMKNNOBS
15 LCANNMFPBE
16 BMNNMNLQBI
```

DOOM (id)

In a moment of rare co-operation, we, the HackMasters™, have decided to complement this months TruePlayers™ *Doom* guide with a savegame hack of our own. This hack is for the shareware version, and may not work on the registered version. As always, backup your savegame before you try. Enter the DOOMDATA directory and do the following inputting:

```
COPY DOOMSAVO.DSG DOOMSAVO.BAK
and then debug:
>NDOOMSAVO.DSG
>L
>E 0156 FF FF      Health
>E 015A FF FF      Armour
>E 017A 01         Blue Keycard
>E 017E 01         Yellow Keycard
```

```
>E 0182 01         Red keycard
>E 01B3 01         Pistol
>E 01B6 01         Shotgun
>E 01BA 01         Chaingun
>E 01BE 01         Rocket launcher
>E 01C2 01         Plasma rifle
>E 01C6 01         BFG 9000
>E 01CA 01         Chainsaw
>E 01CE FF FF      Bullets
>E 01D2 FF FF      Shells
>E 01D6 FF FF      Power cells
>E 01DA FF FF      Rockets
>E 01DE FF FF      Max bullets
>E 01E2 FF FF      Max shells
>E 01E6 FF FF      Max cells
>E 01EA FF FF      Max rockets
>W
>Q
```

If you want to really spoil your gameplay and/or maximise the occurrences of those 'I shot that monster point blank with a rocket launcher and it splattered real good' moments then try typing the following codes during play:

```
IDKFA          All the weapons
IDDQD          God mode
IDBEHOLD       and then
               R for radiation suit
               I for invisibility
               V for invulnerability
               A for all-map
               L lite-amp goggles
IDMYPOS       shows current co-ords
IDDT          type this once for full map, twice to
               show all the monsters and objects.
IDSPISPOPD    No clipping (walk through walls)
IDCHOPPERS    Get chainsaw
IDCLEV?       Warp to level ? (type a number
               between one and nine)
```

TFX (Ocean)

Here's a quick little *debug* hack for your TFX savegame from Adrian Hing, who wins a game. To skip the training missions and zip straight to the grown-up stuff, save your game in the bottom slot, quit out and *debug*:

```
>NTFXSAV.9
>L
>E 01A8 00 00 00 00 00
>E 01AD v          v campaign no
                   0B Libya
                   0D Falklands
                   0E Yugoslavia
                   0F Somalia
                   10 Colombia
```

```
>E 01AE 00 00
>W
>Q
```

THE LOST VIKINGS (Interplay)

For those still struggling with the last 'MSTR' level HackMaster™ Infanta Aldo Corbellini (from Italy no less) has the solution. Backup the file VIKINGS.EXE as VIKINGS.BAK and then copy the .EXE file as VIKINGS.TMP *debug*:

```
>NVIKINGS.TMP
>L
>E 1E38 B8 06 00 A3 AD 15
>E 1E6B B8 06 00 A3 AF 15
>E 1E9E B8 06 00 A3 B1 15
>W
>Q
```

Then simply copy VIKINGS.TMP to VIKINGS.EXE and you'll have a yomming infinite lives (although spikes and long drops will still despatch you to Valhalla). Alternatively, if your preferences lie with

the sector/cluster gubbings of PC Tools or Xtree Gold then do the following:

Find: A1 AD 15 A3 23 04
 Change to: B8 06 00 A3 AD 15
 Find: A1 AF 15 A3 25 04
 Change to: B8 06 00 A3 AF 15
 Find: A1 B1 15 A3 27 04
 Change to: B8 06 00 A3 B1 15

SIM FARM (Mindscape)

Our Italian HackMaster™, Aldo Corbellini, also sent in his effusive letter a hack for *Sim Farm*. See if you can work out what he's talking about (we, the HackMasters™, can't):

'Using PC Tools or Xtree Gold or whatever you want (it is advisable avoiding devices like six-barrelled assault cannons (Predator™ Docet) and heavy nuclear weapons) and find the sequence 40 9C 00 (40 9C actually). Replace the last byte of the sequence with FF (i.e. 40 9C FF) and discover once again what a wonderful and rewarding thing working-at-strict-contact-with-nature is.'

We guess that you must use this cryptic procedure on the .EXE file or on a savegame file. Experiment and remember to backup.

For this badly explained hack, Albo has hereby been demoted from his old position of HackMaster™ Infanta to HackMaster™ Foetal.

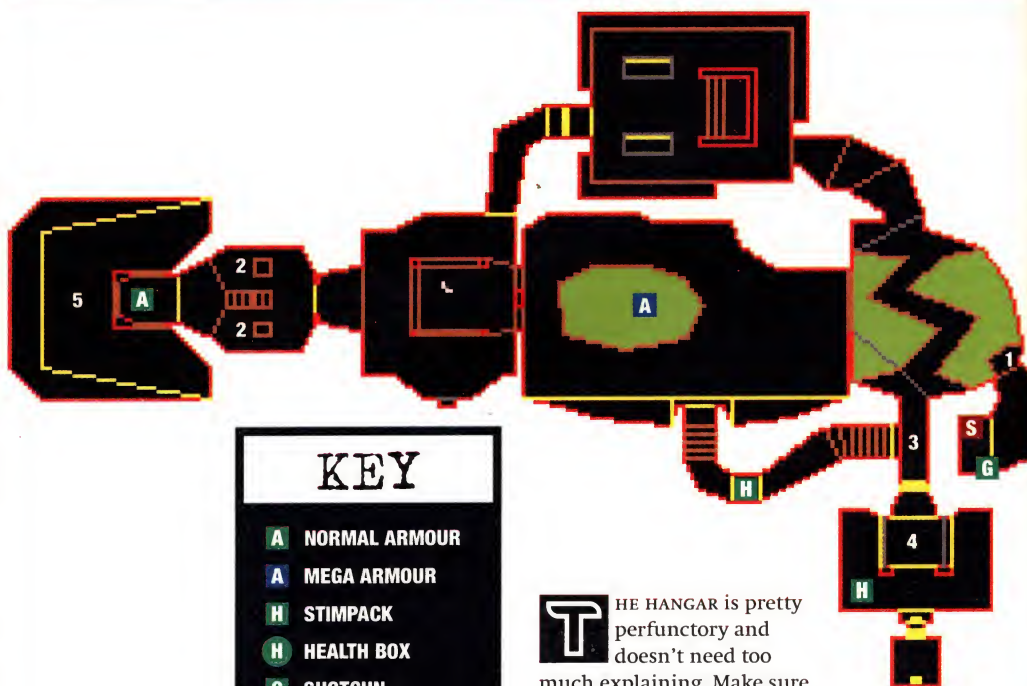


The TruePlayers™

DOOM

Doom, they say, has finally dislodged *Ultima Underworld* as the 'nearest thing to virtual reality as you're going to get chez vous'. It's stunning. If you haven't already got it, then go out and buy it – er, download it or order it (whatever you do with shareware). If you have got it, then we, the TruePlayers™, bet you haven't be able to get 100% of everything on every level. Well, up until now anyway...

LEVEL 1: THE HANGER



KEY

- A NORMAL ARMOUR
- A MEGA ARMOUR
- H STIMPACK
- H HEALTH BOX
- G SHOTGUN
- G CHAINGUN
- G ROCKET LAUNCHER
- G CHAINSAW
- B BULLETS
- B BOX OF BULLETS
- S BOX OF SHELLS
- R ROCKETS
- K RED KEYCARD
- K YELLOW KEYCARD
- K BLUE KEYCARD

THE HANGER is pretty perfunctory and doesn't need too much explaining. Make sure you get the mega-armour from outside – run (Shift and direction) over the toxic pit. Shoot through the grating towards the end to spatter those hard-to-reach zombies.

- 1 This pillar falls when you walk onto 4
- 2 Two sergeants behind here
- 3 Secret door leads to outside
- 4 Hot spot
- 5 You can't get in here

**£50
WINNER!**

REBEL ASSAULT (US Gold)

Here's the level codes from Chris RadBone of Witney.
EASY: FALCON, ANOAT,

YUZZEM, BRIGIA, GREEDO **NORMAL:** BIGGS, KAIBURR, MYNOCK, DAGOBAH, MIMBAN **HARD:** ACKBAR, FORNAX, BESPIN, KESSEL, ORGANA

If you don't want to miss huge swathes of badly digitised scenery, then you might like to try Dennis Kwek's new found cheat mode.

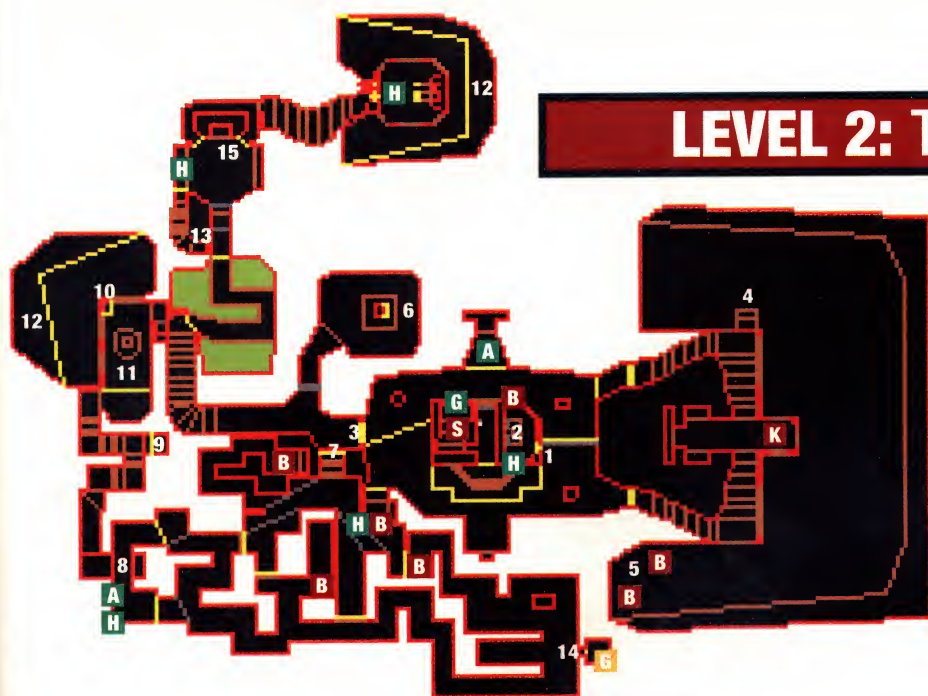
On the first title screen where the LucasArts logo 'swirls' towards the Death Star move your joystick up, down, left and then right pressing fire after each move. If you do it correctly, you'll hear 'enthusiastic' voices saying 'LucasArts'. Now:

grey '+' decreases damage
 grey '-' increases damage

and you can now skip to various chapters of the game by typing in the hexadecimal equivalent of the chapter number, i.e. if you want to play chapter 15 type 0F (15 in hex). Here are the codes just in case you're unsure:

- 01 Fighter training
- 02 Asteriod training
- 03 Kolaador
- 04 Star Destroyer attack
- 05 Tatooine
- 06 Asteriod chase
- 07 Imperial probe droids
- 08 Imperial walkers
- 09 Stormtroopers
- 0A Protect rebel transport
- 0B Yavin training
- 0C Tie attack
- 0D Death Star surface
- 0E Surface Cannon
- 0F Death star trench

LEVEL 2: THE NUCLEAR PLANT

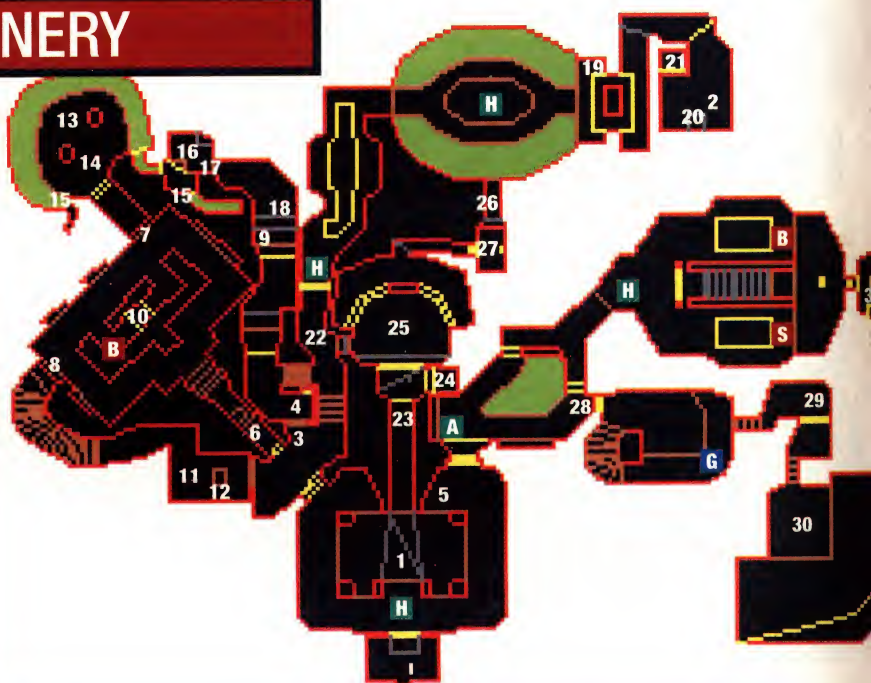


USE the fuel drums in the first room to add fun to combat. Nip in the secret room at 2 to gain access to the outside upstairs. Then head into the very dark and gloomy bit. The best tactic here is to stand at the doorway, let rip a few shots and then back off and wait for them to come running. The rest is pretty linear.

- | | |
|---|--|
| 1 Secret door (coloured grey) | east wall |
| 2 Switch here opens the 'roof garden' at 4 | 9 Secret door |
| 3 Red keycard door | 10 Switch on wall lowers pillar |
| 4 Exit to outside | 11 Chainsaw (find some meat) |
| 5 Chaingun | 12 You can't get out here - don't bother trying |
| 6 The switch on the back of this pillar opens door at 7 | 13 Secret lift here. Just stand on it and wait to be lowered |
| 7 Secret door (careful it's dark in here) | 14 Secret door |
| 8 Secret door - shoot the | 15 Switch here opens passages left and right |

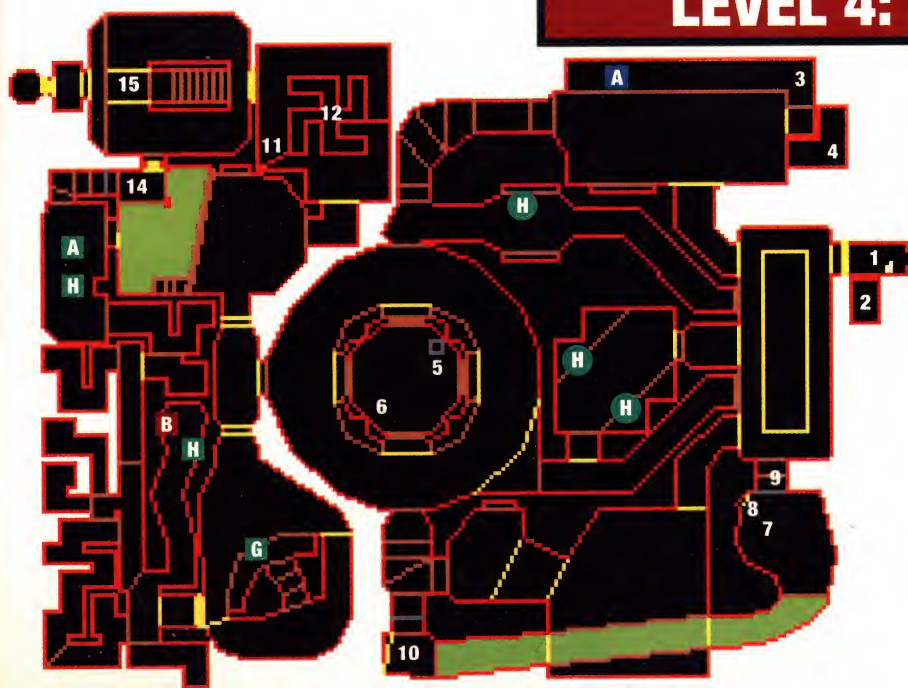
LEVEL 3: TOXIN REFINERY

THIS LEVEL'S secret bits are the trickiest to find. You need to open up the big diagonal room with the switch and 4. Kill all the monsters within and then back out down the stairs and wait. The secret doors are triggered by you walking up the steps so you need to run into the room and immediately head towards one of the secret doors. The exit at 27 will take you to a hidden level.



- | | |
|---|--|
| 1 Don't fret over the invisible bridge - you'll make it later | 18 Chaingun |
| 2 Blue keycard | 19 Switch raises centre-piece |
| 3 You can shoot the guys down at 4 from here | 20 Blue keycard. When you take it, the lights go out and lots of monsters pour out of 21 |
| 4 Switch opens door at 8 | 21 Monster box |
| 5 Shotgun | 22 Space bar this to open and pick out a few bad guys below |
| 6 Hotspot - opens door at 7 and 8 | 23 Opens 24 |
| 7 Secret door | 24 Monster box |
| 8 Secret door | 25 Hotspot opens big monster box |
| 9 One way secret door. Southbound only | 26 Secret door leading to that elusive gangway |
| 10 Yellow keycard | 27 Alternative exit to Level 9: Secret Military Base |
| 11 Switch lowers pillar | 28 Secret door |
| 12 SUPERCHARGE | 29 Yellow keycard door |
| 13 Various goodies | 30 Mega armour, two health boxes, SUPERCHARGE, invisibility |
| 14 Rocket launcher | 31 Exit to level 4 |
| 15 These passages are too small. Don't bother | |
| 16 Switch here lowers drawbridge at 1 | |
| 17 Secret door | |

LEVEL 4: COMMAND CONTROL



YOUR MAIN problem on this level is being shot from above. Dart through wide open rooms to minimise damage and flush yourself against walls to avoid being bombed. Be careful when you activate the switch at 8 - you only get one chance to leap onto that lift.

- | | |
|--|---|
| 1 Start | 9 SUPERCHARGE |
| 2 Secret room | 10 Switch lowers lift |
| 3 Hotspot opens 4 | 11 Hotspot lowers walls |
| 4 Monster room | 12 Rocket boxes x 2 and two health kits |
| 5 Blue keycard | 13 Blue keycard door |
| 6 Chaingun | 14 Switch lowers bridge at 15 |
| 7 Loads of stuff including rocket launcher | 15 Yellow keycard door |
| 8 Switch lowers lift once only | |

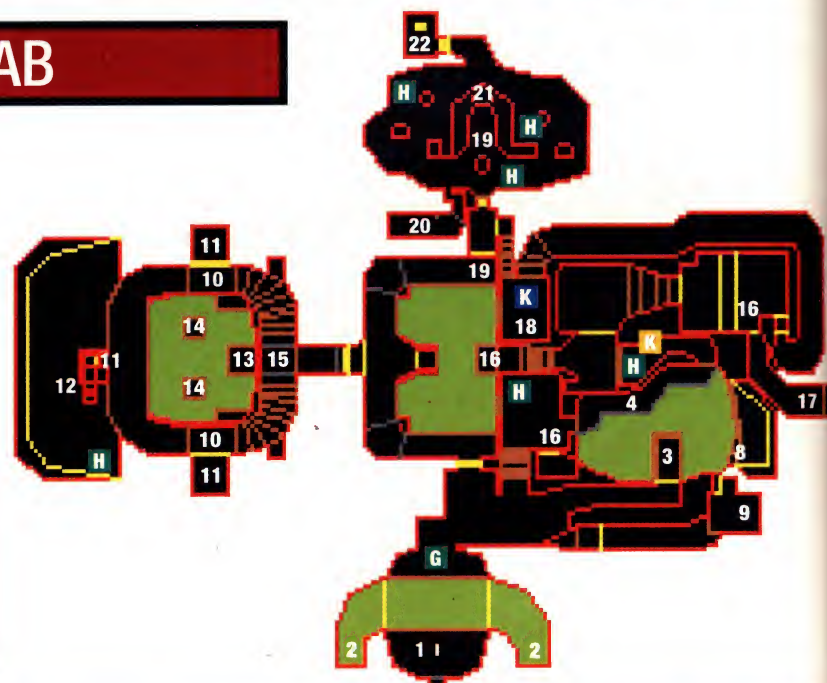
MORE DOOM

MORE DOOM



LEVEL 5: PHOBOS LAB

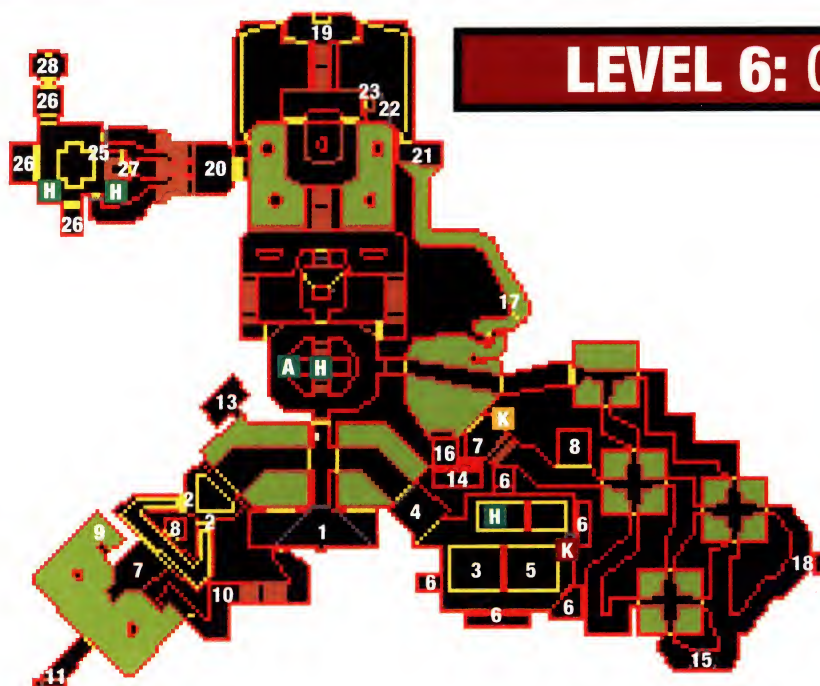
YOU'RE GOING to have some joyous fire fights on this level. The area to the east is the best. Trigger the hotspots at 10, belt it back up the lift. The goodies in the slime pit of the same area can be reached by riding the pillars up and then running down onto the ledges. In the dark room at the end head straight for the light amplification goggles at 20.



- | | |
|--|---|
| 1 Start | rad suit and chainsaw en route |
| 2 No way this way | 12 SUPERCHARGE |
| 3 Hotspot raises platform at 4 | 13 Hotspot lowers pillar at 14 |
| 4 Use this platform to reach secret door at 8 | 14 Pillars |
| 5 Secret door | 15 Switch opens door at 16 |
| 6 Secret door behind two fuel drums | 16 Secret door |
| 7 Shotgun and ammo | 17 Area map, Chaingun, Backpack full of ammo, Box of ammo, Health kit |
| 8 Secret door | 18 Switch opens doors at 19 |
| 9 Rocket launcher and mega armour | 19 It's dark in here |
| 10 Hotspots at either end open the monster emporiums at 11 | 20 Rocket, Lite-amp, Shells |
| 11 Secret door leading to outside. Pick up | 21 Secret door short-cut |
| | 22 EXIT |

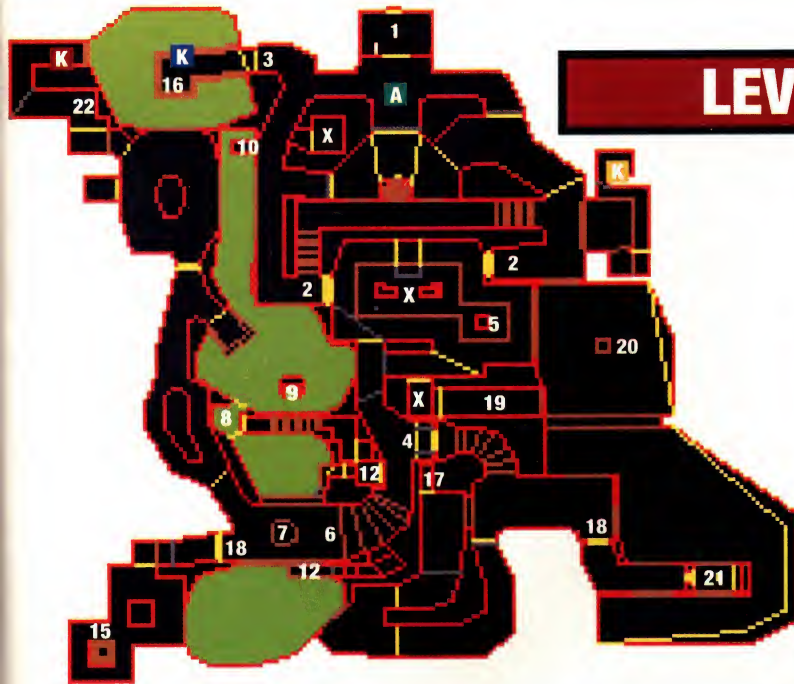
LEVEL 6: CENTRAL PROCESSING

YOUR MAIN problems here are the various booby-trapped rooms (4 and 26 mainly). Retreating to a narrow corridor is your best bet for survival. Take out the millions of basts in the northern area by sneaking up through the secret passage at 17. Use the chainsaw to take out the massive pig demons and invisibles.



- | | |
|---|--|
| 1 Start | 16 Monster room with 2 health and rockets |
| 2 Red keycard door | 17 Passage to roof |
| 3 Hot spot here closes door at 4 | 18 Secret room and computer map |
| 4 Trap door (opens after a while) | 19 Button opens door at 20 |
| 5 Chaingun | 20 Door |
| 6 Picking up the Red keycard opens these sections | 21 Lots of rockets, shells and health |
| 7 Hotspot opens door at 8 | 22 Hotspot lowers pillar |
| 8 Monster spot | 23 Supercharge and secret door |
| 9 Radiation suit | 24 Opens door at 25 |
| 10 Invisibility, Lite-amp, Two boxes of rockets | 25 Seals room and opens monster room at 26 |
| 11 SUPERCHARGE | 26 Monster room |
| 12 Lowers platform at 13 | 27 Switch opens door at 28 |
| 13 Rad suit | 28 EXIT |
| 14 Invisibility, Backpack, Go through secret door | |
| 15 Triggers door at 16 and 17 | |

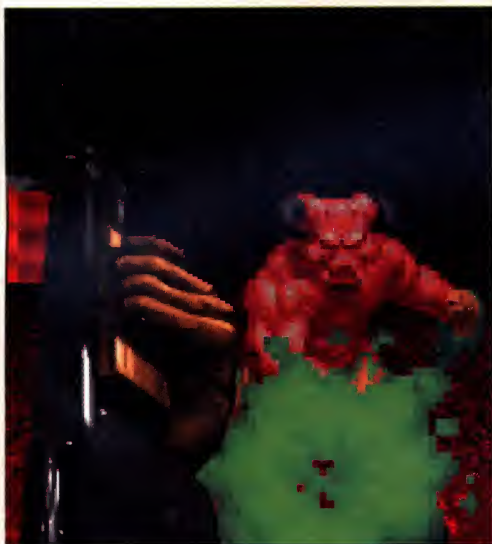
LEVEL 7: COMPUTER STATION



T HIS is the hardest level. For a real challenge whop it up to ultra-violence and start with just a handgun. See if you can survive. Watch the open spaces – you can be shot from miles away. And pick off as many distant monsters as you can early on to save you the trouble later.

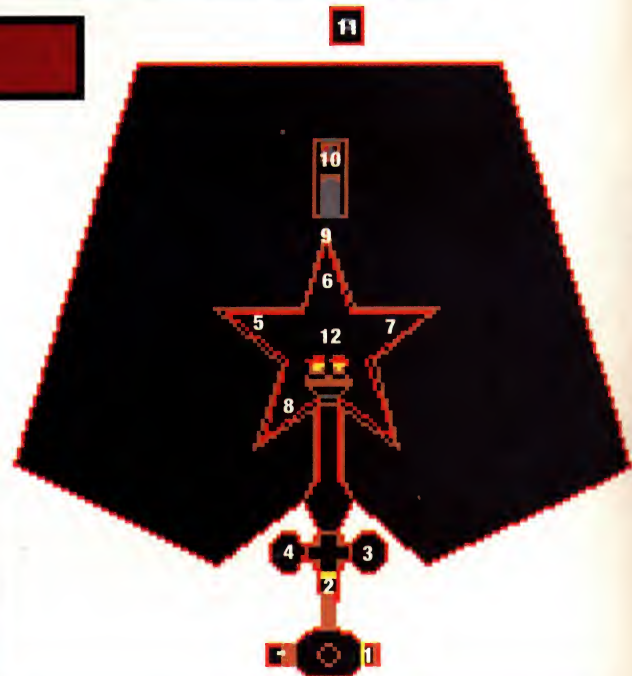
- | | |
|--|---|
| 1 Start | chaingun |
| 2 Yellow keycard doors | 13 Hotspot opens major monster box at 14 |
| 3 Red keycard doors | 14 You can't get in here |
| 4 Blue keycard doors | 15 Chainsaw |
| 5 Rocket launcher, shells, and rockets | 16 Blue keycard triggers lots of monster boxes at X |
| 6 Hotspot lowers pillars at 7 | 17 Switch opens door at 18 |
| 7 Pillar and push switch to lower | 18 Locked door |
| 8 Radiation suit | 19 Secret door leads outside. |
| 9 Mega-armour | 20 Partial invisibility |
| 10 Supercharge and one way door out | 21 Exit to Level 8 |
| 11 Switch opens secret door | 22 Switch lowers pillar at 15 |
| 12 Health, shells, ammo, and | |

LEVEL 8: PHOBOS ANOMALY

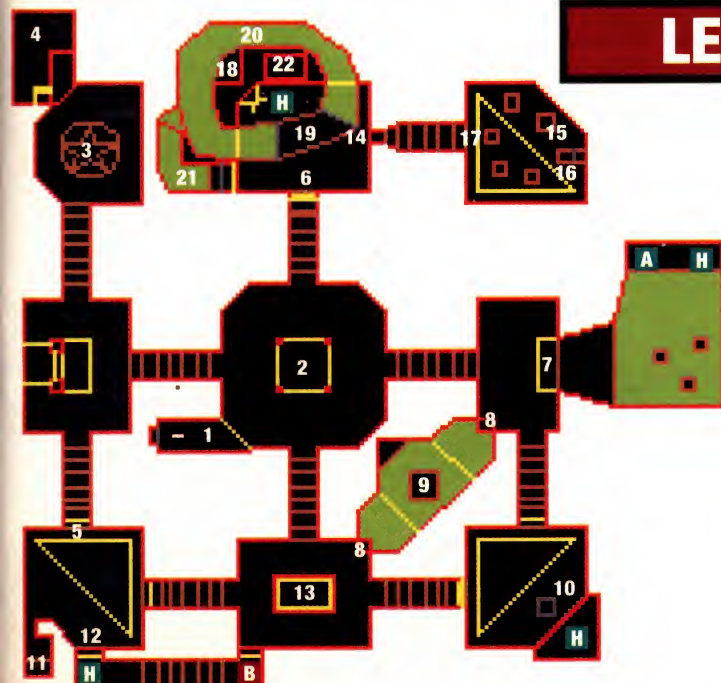


A H. THOSE two mega-demons can be taken out by a cowardly combination of running and rocket launching. Don't forget they're dumb. Try and get them in a line and watch the rear one kill the front one. As for the final room, forget it. You're supposed to die – unless you've got the registered version.

- | | |
|-------------------------------|-------------------------|
| 1 Health abungo | 6 Ammo and computer map |
| 2 Secret door and SUPERCHARGE | 7 Ammo and health kit |
| 3 Shotgun and shells | 8 Invisibility |
| 4 Chainguns and shells | 9 Switch raises lever |
| 5 Ammo and health | 10 Exit |
| | 11 Oh dear |
| | 12 Ammo |



LEVEL 9: SECRET MILITARY BASE



T HIS LEVEL is tough. Get all your hardware ready at the beginning – you're about to be deluged by zombies. To get all the goodies at 15 you need to ride the lift up and then run (it's tricky) from pillar to pillar in an anti-clockwise direction. It can be done.

- | | |
|--|---|
| 1 Start. Ready that hardware | 12 Secret passage |
| 2 Lots of monsters | 13 Blue keycard |
| 3 Trap – lots of monsters. Two health, rocket launcher and rockets | 14 Secret door |
| 4 You can't get in here. Monsters for trap are stored here | 15 Room full of chainsaws and other goodies. |
| 5 Red keycard door | 16 Hotspot at 17 lowers lift here. |
| 6 Blue keycard door | 17 Hotspot |
| 7 Lift | 18 Switch here lowers drawbridge at 19 and also opens monster box at 22 |
| 8 Secret lift | 19 Drawbridge |
| 9 Chaingun | 20 The toxic waste is a hotspot to open the door at 21 |
| 10 Red key triggers monsters at 11 | 21 Secret passage |
| 11 Switch here opens passage at 12 and lowers platform at 13 | 22 Exit to level 5 |



ACTION

It seeks out and destroys mortality. It slows games down to a more playable pace. It saves screens en route. It'll even back up the entire contents of memory to disk. The HackMasters™ eye up the new rival to their cheating throne – Action Replay, the hardware hacker.



WE, THE HACKMASTERS™, are not unnerved about the possibilities of the Action Replay. We feel fear. Fear for our unique job as Masters Of Debug, fear for the solidity of our job as chairman of Cheaters United. Fear in the face of automated infinite life finding, effortless screen saving and all around instant HackMaster™ ability for everyone. Fear no doubt akin to the trepidation felt by the aristocrats of 18th Century France whose exclusive wealth and riches were about to be plundered by ranging hordes of proletariat intent on a bloody and rather head-choppy revolution.

On that historical note, you may be interested – or, as we are, perturbed – to know that within two years of its release the Action Replay Amiga became as essential to the average Amiga gamers as their diskdrives. Nowadays, you'll be hard pushed to find one without one (if you see what we mean). After a year in development purgatory, while the console variants were designed and written, the AR is now ready to stake its claim on the rather expansive PC games market. Everyone, as we, the HackMasters™ know, wants to cheat and now here's a chance for you all to aspire to the giddy intellectual heights of the HackMasters™ effortlessly, skillessly, and delaylessly. Because the Action Replay will hack a game for you.

Hardware

The Action Replay is a card which you slot in (à la soundcard) with a plastic mouse-shaped 'activator' which connects to the small COM port style adaptor on the card. An LED on the activator flashes when the AR is ready to go, waiting for a press

of the big red button to kick in. Installation is made easier than most soundcard fiddling by the intelligent setup program. The AR likes to have its own IRQ (interrupt request), I/O port (input/output channel) and ROM address (not so sure about that one). So when the setup program detects an IRQ or ROM address clash, it intelligently – and some might say rather self-importantly – suggests alternative jumper settings on the AR card. We had no trouble establishing contact with our newly-fitted AR card and had it up and running in five minutes, three lost screws and four 'Why don't these bloody cases fit back on properly?' later.

Software

With your AR, aside from the aforementioned clever setup and install programs, you get a game of *Pac Man*, and a variety of get-thee-started codes for a variety of modern games. Infinite lives and money hacks for *Elite II*, *Prince Of Persia II*, *Star Control II*, *Gods* and several other games are stored in .PMT files (a rather ostracising suffix for women-folk we'll freely admit). These files can be loaded and saved by the Action Replay in and out of games to save you writing codes down and then losing them. The game of *Pac Man*, aside from being an enjoyable variant on the classic maze game, has been written for you by the AR programmer, Simon Constable, to practise your hacking on.

Hacking

Not that practice is particularly necessary. You just press the button, type 'TR' (for TRAINER) on the brownish screen which greets you, and you're in hack mode. The AR methods for finding hacks is as simple as it is easy as it is peasy. First off,

ACTION REPLAY COMMANDS

- AC** Converts a segment:offset address into an Action Replay code.
- ATTR** Changes the colour of the AR screen.
- BC** Converts hex into decimal and vice versa.
- BW** Watches a specific address in memory and breaks out if it's changed.
- CLS** Clears the screen.
- D** 'Dumps' a chunk of memory to screen.
- E** Enters a value at a certain address (like *debug*).
- FORMAT** Formats a disk.
- FRZ** Backs up memory to disk.
- IV** Shows interrupt vectors (for some reason).
- MM** Monitors specified chunk of memory for changes.
- MS** Gives a rundown on the structure of memory (what's where).
- PC** Converts an Action Replay code into a segment:offset address.
- PE** Toggles the echo to your printer.
- SM** Saves a specific area of memory to disk (up to 1Mb).
- SS** Saves a screen in .PCX format.
- S** Search for bytes or text in memory.
- SLOMO** Slows game down by a percentage.
- TR** Enter trainer mode.
- U** Disassembles 8086/87 code (like *debug*).
- UNFRZ** Unbacks up memory previous frozen to disk.
- VER** Gives AR version number.
- VIEW** Views the current screen.
- VS** Performs a virus scan.
- X** Exit back to the game.


you enter the current value for lives, or money, or level, or ammo or whatever – a number between one and 99. Let's say five. The AR then searches through the memory looking for occurrences of the number 5 and stores those addresses. Typically you're going to encounter thousands of number fives in memory, so you exit to the game again, play as normal, lose a life on purpose, and then slip back into the Action Replay. Now you do the search again, this time looking for four. The Action Replay goes through the list of thousands which contained five and checks to see if any now contain four. This time your list of addresses is going to be substantially smaller, perhaps even just one address. You repeat this procedure three or four times until the list has been whittled to one: the cheat parameter. For *Underworld*, the code was UW7C9007FF, for *Robocod* it was ROB0C0D1A320105. The first part of code ('UW' or 'ROBOCOD') is the name of the file in memory which is to be changed. The last two digits of the code is the amount of lives, energy or whatever you want, while the bit in the middle is the address. So, when you enter these codes into the parameter table and exit back to the game, the Action Replay constantly plonks FF or 05 into those addresses (every tenth of a second or so) effectively giving you infinite lives. This method makes no permanent changes to your data and can in no way screw up your system.

That's Not All

The Action Replay, you could say, is a mixture of *debug*, DOS, and a tissue sample from the left hemisphere of a

the Action Replay's lack of a *debug* style SHOW REGISTERS command. Knowing the data segment register would give you some clue to where to look for these hacking hurdles. The MS (memory structure) command gives you some idea where the game is residing, but data can be stored anywhere in a certain block. Without this, you could, literally, with an average of 4000 blocks of 256 bytes per PC, waste months of looking in the wrong place (the *Jurassic Park* code in our Code Box was located with the usual HackMasters™ techniques and then Action Replayed using the Address Convert function).

In All

Datel is promising a chip upgrade every couple of months for about £15.00. This will hopefully upgrade the unassembled option to the 386/486 chip set, deal with the restrictions on protected-mode games (titles such as *Doom*, *Syndicate*, *TFX* and *IndyCar* are written in a special mode which; a) allows them to run much faster, but b) prevents them from being hacked and provide more trainer options. Budding HackMasters™ and technobuffs may want to give the Action Replay a miss for the time being if serious hacking is their idea of fun, but for your average PC gamesplayer with a cheating streak a mile wide and no techie knowledge, the Action Replay is pretty much unbeatable. 

The Action Replay is £69.99 from Datel Electronics.
Tel: 0782 744707 Fax: 0782 744292

REPLAY

HackMasters™ brain. Like *debug*, you can disassemble, dump and edit chunks of memory at your leisure. You can also establish primitive break-points in the code if you know what you're doing. Typing DIR, CLS, and FORMAT will enact the expected DOS-style commands. The FRZ (freeze) memory option is interesting. It allows you to backup the entire contents of memory onto disk (hard or floppy) as an executable chunk, so when you unfreeze the game, you start at exactly the same point you left it.

So, if you're stuck on say, level 25 of *Fury Of The Furries* and you just have to go to bed, you dump the game to disk and then simply restore it at a later date, without having to trudge mindlessly through all the levels again. For the ostentatious, the Action Replay will grab screens in .PCX format and, for the safety conscious, perform a virus scan of your whole system. For discerning players who don't want to go the whole hog and hack their game to bits, there is a SLOMO feature which will give those tired reflexes a chance and is a mite more adaptable than the old 'flip off the turbo switch' ploy.

Gripes

This Trainer function is a pretty powerful feature which will work with 75 percent of most games. It has its limitations though. If you're seeking out higher numbers, e.g. 200 hit points, you have to wade through the game and get your hit points beaten to under 99 before you can start hacking. Also, if your game uses a bar or graphic to represent your energy you have no chance, really, of finding the cheat code. The AR does have a feature called Memory Monitor in which you can trace blocks of 256 bytes over eight passes to see any bytes in the block change. This is unfortunately rendered a bit useless by

CODE BOX

Just to get you started on your newly acquired Action Replay here are a few 'gift codes' from the HackMasters™. This will be a regular feature in *TroubleShooter* from hereon in. Send your codes to the usual address for the usual prize specifications.

Underworld

UW7C9007FF
UW632B0DFF

Infinite Health
Infinite Mana

Underworld II

UW27F2307FF
UW26E270BFF
UW26E2808FF
UW26E2809FF
UW26E280AFF

Infinite Health
Infinite Mana

} All the runes

Eye Of The Beholder II

START10B80090
START10B80190
START10B80290

Infinite health
for all
characters

Robocod

ROBOCOD1A320105

Infinite lives

Jurassic Park

JP2D22810EFF

Infinite life

SEND YOUR POST TO: **WORDPROCESSOR, PC ZONE, 19 BOLSOVER ST. LONDON W1P 7HJ**



You've listened to us banting on about everything under the sun. Now it's your chance. Your chance to speak out in your own

right and astound the world with your wit, your erudition and your encyclopaedic knowledge of football management games. It's also your chance to win a really smart piece of software, the reward for the Letter Of The Month.

Cursor Clone

ARRRRRRRRGGGGGGHHHHHHHHH!!!!!!

Help! Help! I think I am turning into a clone of Mr Cursor. I have two reasons for this awful suspicion (a) I am totally petrified of my PC, because it keeps making nasty noises at me and I think it might explode, and (b) I have two pairs of glasses and I have been known to put them both on at the same time!

Keep up the good work on a very good magazine. I have got some ideas which I think you should include in your magazine to make it even better:

1. Put the highs and the lows of every game, so we can see 'at a glance' results of each game.
2. Give what demo-disks and reviews you are having in the next issue.
3. Bring back the *Buyers Guide*.
4. Review all games that you preview.
5. And lastly, tell us sad acts who haven't got a subscription yet (yep, I'm one of those!) what date the next issue will be out on the shelves, because I am forever looking for my new copy of *PC Zone* and not finding it for ages.

Luke Brown, Bristol, Avon

p.s. Please, please, please review *Rise Of The Robots* in the very near future (i.e. next issue).

No Joy With Sticks

I AM ASHAMED to admit it, but I give up, I've had enough. I'm not averse to spending a few hours tickling the keyboard to find that special sequence that dispatches a particularly nasty opponent, but I expect to get some positive feedback, and the occasional blow that splatters the screen with gore and gives me reason to believe that I am about to stumble upon the secret. This is just not happening for me with *Prince Of Persia 2*. I have bumbled my way past the first couple of encounters with the grizzly Medusa heads, through sheer luck and good health at the start of the fight, but now that they are coming thick and fast, I am dead again within

seconds of that first horrible shrill scream that they make. What's the answer? What am I missing (apart from a life)? Is it simply that playing the game using a keyboard instead of a joystick makes it just too hit and miss (they hit me and I miss them)? I'll happily send my abandoned copy of *Wrath Of The Demon* to the first person who can explain in detail exactly how to get past these venomous headcases. Incidentally, the reason that I am so happy to part with my *Wrath Of The Demon* is that I'm now convinced that only an infinite number of Mavis Beacons, with an infinite number of PCs, typing for eternity, would actually be able to generate the sequence of key presses to complete the game without a joystick.

This brings me to my second problem, which is that I can't get hold of a joystick that doesn't need a card to make use of it? I have a very nice colour laptop, courtesy of my employer, and I'm damned if I'm going to fork out for a machine of my own just to make use of the joystick. If I can plug a mouse, a trackball, a stylus and pad etc, in the mouse port, why has no one come up with a joystick that works in a similar way? My game playing life has recently been transformed by the Digispeech Portable Sound Plus device which plugs into the parallel port and emulates a Sound Blaster card, (I was hoping you would review it, but I went and bought it anyway - and it's great), so some vendors realise that there is a growing portable PC gamesplaying market. Any suggestions - is there something out there I've missed?

Thirdly, why is it that I can't get into RPG games? I read a lot of science fiction and fantasy, I'm not averse to puzzles and I love good graphics; but every time I'm stimulated to buy an RPG game after reading a review that makes it sound as if it will give meaning to my dull and pointless existence, I find myself sitting five minutes into the game, the novelty gone and unable to summon the enthusiasm to pick up yet another object or talk to another stooped crone. My idea of a great game is *Space Hulk*, *Prince Of Persia* (forgetting for a moment those bloody Medusa heads) or *Rolling Ronny*: does this just mean that I have an undeveloped role playing gland, or an atrophied adventure lobe? This even applies to *Ultima Underworld*! Everyone likes *Ultima Underworld* for goodness sake, so why can't I get excited about opening another door or finding another broken axe? It all just seems too hard, the possibilities too manifold, and all I can think is that the solution to most of the problems will be contrived and bizarre and only after months of late nights, blind alleys, and copious note taking will I achieve anything. Perhaps I should just be congratulating myself on having something better to do, namely taking part on the complex role playing adventure that is my life, but I can't help thinking that I must be missing out on something and that if I can adjust my approach a tiny bit, suddenly it will all click into place and I'll never want to leave the dungeons or talk to a real person ever again.

Lastly, congratulations on the magazine, after reading the first three issues and comparing it to the competition I decided to subscribe. I think that the main reason for doing so was that I find myself reading reviews of games that I would never dream of buying, because they make me laugh (I forgive the odd lamentable detour into the locker room).

Andy White, Belfast, Northern Ireland

Hacked Off

THIS ONE HAS bugged me for some time now, so I thought it would make sense to sound out you and your readers.

The subject: hacking games software to find out the cheats.

The question: if people are prepared to pay up to 40-odd quid for a game, why do they want to cheat to complete it? Doesn't this defeat the object?

Don't get me wrong; I've nothing against the practice; it's just not for me and I can't see the point of it. Tips for helping dungeon explorers and assorted adventurers are fine - everyone gets stuck now and again. But unlimited lives and unlimited power? Maybe it's a bit much.

Take as an example the *Catacomb Abyss* cheats in *HackMaster*™ *Conference Part 2: God Mode, Warp to Level*, etc. These 'cheats' can be had as a reward for the successful completion of the game. I was pretty 'chuffed' when I found the inscriptions after battling through countless evil minions. I'm sure that I enjoyed the experience of earning this information much more than if I'd simply read the cheats in a magazine and proceeded to stomp on everything in sight.

Many of the games featured in *HackMaster*™ *Conference* are simulations; i.e. they set out to re-create the experience of the real thing. If in a flight sim, you have the requisite cheats to blast everything out of the sky and/or resurrect your gallant but careless flyers, the simulation becomes a simple shoot 'em-up. Why bother?

John Cade, Scunthorpe

Age Concern

FIRSTLY, LET ME get the seemingly obligatory bum kissing out of the way by saying how much my family and I enjoy your colourful and irreverent publication. As software manufacturers seem to be somewhat prone to making extravagant claims as to the value in terms of excitement and playability of their various products and the packaging and advertising of these games can also be very colourful and attractive, all of this often makes it difficult to separate the good games from the dross. As games can be very expensive, mistakes are very costly. Your reviews provide useful service by giving an unbiased critique of all classes of games.

Secondly, as a parent of relatively young PC addicts and a games player myself, I have become a little concerned about the level of violence in some games. I suppose the *Golden Axe* and *Street Fighter* type of beat 'em-up are relatively harmless, but there are others like *Wolfenstein* and *Loot* which are

pretty gory with lots of blood and body parts flying through the air. The main objective of this type of game being to cause as much destruction as possible. There are a great many of this type of game, including *Syndicate*, described by yourselves as 'Totally amoral... ultra violent... and more fun than sex... the shocking new game from Bullfrog.' These games although widely enjoyed by adults would be considered by many to be unsuitable and even harmful for young children. Contrast these products with games like *Prince Of Persia*, *Monkey Island* and *Simon The Sorcerer* which in my opinion provide endless enjoyment, humour, mental stimulation and encourage active rather than passive participation - in fact all-round family entertainment.

In view of the recent publicity given to the possible ill effects of violent films and videos on developing minds I wonder if it is not time to consider a rating system for computer games similar to that applied to films. As there are many outlets offering games for hire, it is not always possible for parents to control the games their children are likely to play. Perhaps with your in-depth knowledge of the industry *PC Zone* could suggest the best way to go about setting something like this in train. The PC games market and indeed publications like yourselves appear to be targeted at children, teenagers and the early 20s age groups. I would suggest that the vast majority of PCs and software are purchased by the over 30s who tend to have a greater disposable income than the younger groups. Perhaps a slight change of emphasis in advertising and articles would be a good idea?

Keep up the good work.

Jeannie Fitzgerald, Co. Clare, Ireland

Call me a jaded old cynic if you like but I strongly suspect that the games industry will react to a rating system in much the same way as the video industry, i.e. actively seeking 18 certificates in order to increase a game's sales. **Ed.**

Player Manager

I ALMOST WEPT with envy when I read the head to head comparison of the two American football games (*FPS Football Pro* vs *NFL Coaches' Club Football*, Issue Nine).

Why? Well, I am an avid player of football management games (that is *our* football or 'soccer') and the more I read the article, the more I wondered why such a release is not available for people like me, who enjoy the challenge of taking over a football team, deciding on tactics and training, buying and selling players and generally aiming for league and cup success. I know I am not alone in enjoying football on my computer: just take a look at the *PC/Amiga/ST* charts over the last few months and you will see that between a quarter and a half of the top ten games are football related, so the potential market is huge.

Why can't we have a game that offers the statistical depth of these American football programs (*Championship Manager* does quite a good job of this) that provides the graphical appeal as well. I drooled over the screen shots in your review and imagined teams - in accurate strips - actually playing the game on the pitch instead of watching

LETTER OF THE MONTH

Getting Anime-ted

I've read *Anime In The UK*. I was impressed by Laurence and Paul's considerable knowledge about Japanese animated films and there is a few things I'd like to point out.

1. I think that Japanese animated films can be divided into two categories, though the borderline between the two may be blurred; the Anime for children and the Anime for a rather small group of dedicated adult and adolescent freaks. I suppose that the Anime you find in the UK is, for the most part, the latter. The former is generally acknowledged in Japan because British fans of fantasy and science-fiction whom the UK distributor aims at may not bother to buy videos such as *Heidi*. 'Shocking sex' or 'gore-ridden violence' is far from the images average Japanese conjure up when mentioning Anime.

2. You stated that with the image of Armageddon in Hiroshima and Nagasaki in their mind, the Japanese have a fear of being destroyed because other civilisations don't understand the complexities of Japanese culture and therefore seek to destroy it. You relate this to the storylines of Animes which feature superhuman protagonists with Samurai-like qualities 'involved in a desperate attempt to save the world from sinister forces creeping in from hellish dimensions.' Drop the 'Samurai-like qualities' from this storyline and it is what can be found in novels, films or folk tales all over the world.

The American nuclear attacks on Hiroshima and Nagasaki is a remote past to most Japanese. Some Japanese, due to their neglect of thinking, attribute the gap in communications with other cultures to the 'complexities of Japanese culture', but that's that. It's not that obsessional and the rest of us know that every culture has its own complexities.

3. Your reference to the American dubbing is very to the point.

The most well known Anime creator in Japan must be Hayao Miyazaki. But *Nausicaä* (I'm not sure of the spelling) *Of The Valley Of The Wind*, which I think is the most successful film of Miyazaki's has been done damage by the American distributor in the dubbing process with many sequences edited out and the storyline changed.

As *Nausicaä* is my favourite film I'm sick at this. In such a case, for the sake of the creator as well as the audience, the distributor should inform their customers that they aren't providing Japanimation (American term for Anime) but Japamericanimation. Sorry for my English.

Toshi, Kanagawa, Japan.

Thanks for your comments. I still feel that the powerful images of devastated cityscapes that crop up in a number of *Anima* films is not unconnected with the aftermath of Hiroshima and Nagasaki. This is what makes it so effective. **Ed.**

bars sliding up and down or side to side. Let's hear sound effects such as the ball being struck and crowd reactions. Does anyone remember the delightful highlights offered by *The Manager?* Limited as they were, they added a dimension to the game missing elsewhere (and that game was written in Germany). Let's have a 'play editor' where it would be possible to invent varying tactics at set pieces such as corners and free kicks. I mused over the effects of different weather conditions and pitch surfaces as the season progressed. Surely if games of such depth can be produced for American football it is not too much to expect the same for the real game.

I understand from your *Bulletin* pages in Issue Eight that *Renegade* will be releasing *The Sensible World Of Soccer* next year, which can be played either as manager or player or both. Maybe this will be the answer to my dreams. Or perhaps, with the World Cup Finals so close, the American programmers of American football and baseball games will transfer their attentions to our game and produce something along the lines of the two games which have been the cause of my green eyes. Even if they do, I suppose I shouldn't expect the option of playing as England manager (!) or of them producing an English league version. Perhaps a British software house will read this and take up the challenge themselves?

I live in hope, but in the meantime please don't review any more of these American football games. I'll end up with an ulcer caused by sheer envy!

Incidentally, I am a 29-year-old mother of a ten-month-old baby boy and therefore, I expect, a fairly atypical reader and football management player. If there are any other female computer football managers out there I'd love to hear from them.


Andrea L. Thrussell, Port Erin, Isle Of Man

Yes, I remember *The Manager*, now sadly discontinued, with considerable affection. Anco's *Player Manager* was the only game I can remember that got anywhere near the blend of strategy and action you (and the *PC Zone* team) hanker after. The same company should be releasing Kevin Keegan's *Football Manager* soon which promises similar elements. Apart from that *The Sensible World Of Soccer* seems to be the best hope. The problem with an American programming team getting hold of the idea is they might Americanise the game - rather like they're doing with the World Cup. **Ed.**

Megatech

COULD YOU PLEASE give me some information about *Cobra Mission* - where I could buy it from and also how much *Dragon Knight III* and *Metal And Lace, The Battle Of The Robobabes* would be?

Mr Tariq Basha, Exeter, Devon

Currently these games are only available on import. However, there is a strong possibility of them being released properly at some stage later this year. **Ed.** 

NB We reserve the right to edit, alter and completely mess about with your letters until they're barely identifiable as the thing you sent in. Unfortunately we are unable to enter into individual correspondence.



BOARDS

Has ID stolen Apogee's thunder? Or is *Doom* just a pretty shoot 'em-up? **Mark Burgess** looks at the latest shareware releases.

Duke Nukem 2

TWO YEARS in the making, this is the sequel to Apogee's all time hit. Duke has been kidnapped by the Rigelatins, who plan to torture him. A moment's inattention and he escapes. All he has to do now is blast his way out and home.

Duke Nukem 2 is that Apogee speciality, a platform game. There are four different weapons to pick up along with health bonuses and power ups. There are also bits of *Duke Nukem* marketing trash – T-shirts, sunglasses and so on – which he is too vain to resist and which yield extra points. It's an exciting and tough game, well up to the standard of *Bio-Menace*, but it isn't as good graphically as *Halloween Harry*. The loyal fans of the first *Duke Nukem* will perhaps be pleased that Apogee has stayed faithful to the original.

Registration brings three extra episodes and all the usual benefits.

Shareware by: Todd Replogle and Jason Blochowicz for Apogee
Registration: £36.08 from PSP (0223 208288) and £32.95 from Transend (0274 622228)
Needs: 386, Mouse, Joystick, Keyboard, VGA, 560K RAM
Supports: Sound Blaster and Ad-Lib



Pandemonium

THIS IS AN action strategy game which puts you in control of a gang of hobbit-like creatures called bobbins. You issue orders to the king who then orders his minions. The object is to collect all the treasure of the castle. This involves fighting, trading and puzzle-solving.

Pandemonium is graphically good with a *Lemmings*-like plot. It's difficult to get into at first because there are a large number of things to remember (translation: I had to keep on looking at the manual). Your bobbins can be armed with muskets or bombs, inspired with ideas and ordered to build bridges or to trade. They face 25 different sorts of enemy. The game is enjoyable once you get into it and past the first part, but the maze is complicated. One for those with graph paper.

Shareware by: Astros Productions, 58a Ashfield Road, Sale, Manchester M33 1DT

Registration: £20.00

Needs: 386, Mouse, VGA, 640K RAM

Supports: Sound Blaster, Ad-Lib



(Below) The clean cut, vain superhero returns. Lots of shooting, lots of goodies and lots of jumping from one platform to another.



(Top left) The king sets out to rescue Horace the bobbins.
 (Top) Free at last and off to adventures new.



(Top) Apogee returns to the fore with the brilliant *Blake Stone And The Aliens Of Gold*. Auto-mapping, ultra-violence and a great deal more. (Bottom) *Quatra Command* is a fairly undemanding shooting game. Looks pretty, though.

Quatra Command

ANOTHER ACTION game for Windows. You are in control of a spaceship and must destroy incoming alien ships and asteroids. An occasional enemy ship will leave behind a bonus, and if you hit an asteroid at the right time it will take some alien ships with it. As you might guess, this is a combination of *Asteroids* and *Galaxians*. It runs very slowly. Good digitised sound effects.

Shareware by: PlayDoe Entertainment

Registration: \$17.00

Needs: Windows in 256 colour mode, 486 or 386/33 with a fast video card, Mouse, Joystick, Keyboard, VGA, 5Mb RAM

Supports: Sound Blaster and compatibles



Blake Stone

THREE MONTHS, I bet they're saying at Apogee. If we had gotten *Blake Stone And The Aliens Of Gold* out three months ago, we'd have it made. It's a shame. *Blake Stone*, like every shareware (and indeed commercial) offering this month, labours in the shadow of *Doom*. It was uploaded on Compuserve on 2 December, 1993.

'I'd wrote the *Blake Stone* engine', says Scott Miller from Apogee, 'and some of the game's enhancements'. The enhancements on this *Wolfenstein* follow-up include textured walls and floors, ability to re-visit levels and some smart artificial intelligence.

For a nice change, the main character is a Londoner. Born July 2 2114, Robert Wills Stone III has served in the Royal Navy and is now in British Intelligence. His current mission is to find out what is happening at the Star Institute of the enigmatic Dr Goldfire. Goldfire is creating an army of deadly monsters and R. W. Stone III ('Blake' to his friends) has to stop him.

The institute is heavily defended with Sector Patrols, Star Sentinels and Star Troopers together with drones, gun turrets and, of course, the monsters. The research is done by the usual men in white coats, but some of them are on your side. It isn't a matter of killing everything that moves. *Blake Stone* actually requires some strategy. There are various goodies scattered about the institute but as time passes these can be taken by the baddies who will also start to execute your informants.

You'll find boxes of ammunition, cargo crates, first aid kits, food and weapons. The weapons range from the silent auto-charge pistol and the slow-fire protector which are both single shot, through the rapid assault weapon and the dual neutron disrupter, both rapid fire, up to the huge plasma discharge unit that can fire round corners and through walls.

There are switchable barriers, entry cards and, this being an iD engine, hidden walls. Some of these need more than one push and many secret areas have other secret areas leading off them. There is an auto-mapping function that shows the parts you've explored and any locked doors. It also shows the location of the lift; one of the great features of this game is that you can always return to a level to complete it or pick up something you need.

The sound is very good with boppy music and the cries of the dying. 'Medic!' say the Sector Patrols when you give them a sucking chest wound, 'I'm hit' remark the troopers as you blow their arms off. It is a violent game which Apogee have rated 13. If you didn't like the carnage of *Wolfenstein* you won't like this either.

There are many secret passages and two major secret levels: for 10 get the red card on nine and don't get in the shuttle. For level zero there is a transporter (behind a lot of secret walls). Registration brings the full six episodes, a manual, cheat code, hints, new graphics, music and other features.

Apogee have a major hit here; there is a strong element of strategy smoothly combined with the fast action of the *Wolfenstein* type. It doesn't have the revolutionary graphics of *Doom*, but it has more gameplay and long term satisfaction. *Doom*, after all, is only a shoot 'em-up. There. I said it.

Shareware by: Jam Productions for Apogee

Registration: £44.95 from PSP (0223 208288) AND £52.95 from Transend (0274 622228)

Needs: 386/25, Mouse, Joystick, Keyboard, VGA, 605K RAM

Supports: Sound Blaster, Ad-Lib



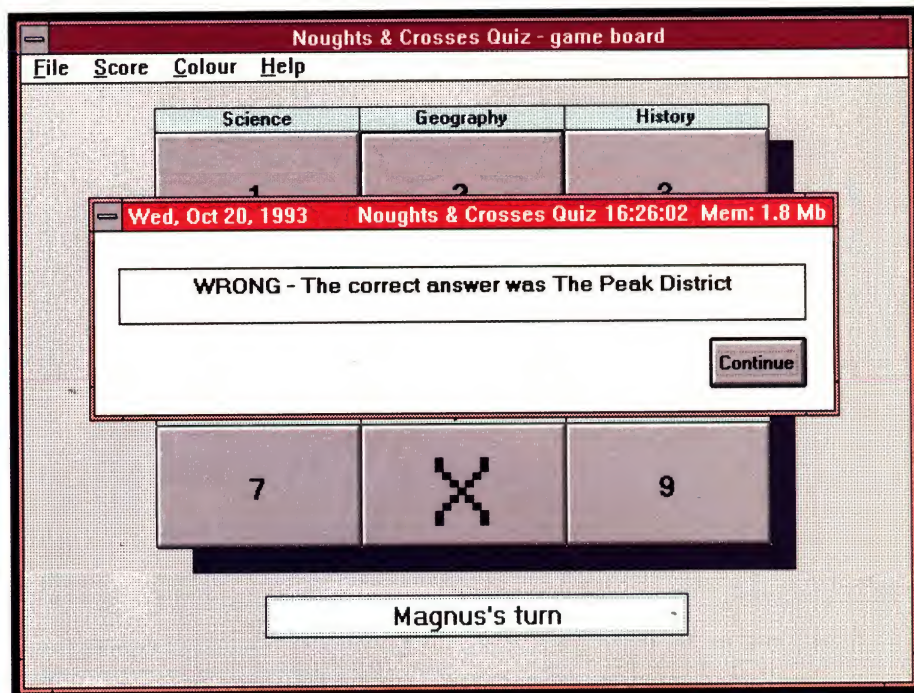
Noughts And Crosses Quiz

AN ATTEMPT to introduce a bit of uncertainty in noughts and crosses. You have to answer a question correctly before you can make your move. The category – Science, Geography, History, Famous People, Pot Luck, Music, Nature, Sport or Art/Literature – depends on the square. The unregistered version has 180 questions and registration brings 720.

Shareware by: DM Woods 66 Achille Rd, Laceby Acres, Grimsby, South Humberside DN34 5RB

Registration: £9.00

Needs: Windows



Microscope

WHAT A BRILLIANT idea! Watch the madcap antics of our sister magazine as deadlines approach! This is really a serious piece of edutainment: a microscope simulator.

In the unregistered version you can view slides from a demo set of seven. These cover pathology (coal dust in lung, Trypanosome in blood), entomology (heads of crane fly and housefly), botany (transverse section of flower bud, strew of diatoms), and industrial microscopy (an EPROM chip). All the major forms of image enhancement are simulated from phase contrast to Nomarski Differential Interference Contrast. Some of the options are not true to the real thing; there is no suggestion of pseudo 3D modelling with Nomarski DIC and the staining doesn't function as a true histological stain although it does make some images easier to interpret. The program has a number of registration options which range from the addition of a teaching section to fully animated slide sets and a manual.

The program does not pretend to be a substitute for the real thing. It is designed to foster an interest in microscopy and must be welcomed. It should encourage a few to take the plunge and buy their own instrument. A catalogue from Brunel Microscopes is included.

Shareware by: Maurice Smith for Molcol Software

Registration: £10.00 – £29.99

Needs: 386, VGA

Invasion Of The Mutant Space Bats Of Doom

AGOOD, FAST SHOOT 'em-up based on the old favourite, *Galaxians*. You tackle a fiendish variety of creatures that swoop down to attack. Many of them will leave crystals that will give you more ships, faster fire etc. The problem is that there are a mere three waves and a bonus level in the unregistered version. Registration brings 60 waves and new opponents.

Shareware by: Mike Pooler and Dave Cockerill for Elven Software

Registration: \$21.95

Needs: 386, Mouse, Joystick, Keyboard, EGA/VGA, 560K RAM

Supports: Sound Blaster



(Top) Magnus bricks it in Noughts And Crosses Quiz. (Above left) Microscope: coal dust in lungs, an EPROM chip and the head of a housefly. (Above) The fast but limited Invasion Of The Mutant Bats Of Doom.

DOOM

So much hype, so much panic. I was almost sick of this program before it appeared. The tenth of December will go down as *Doomsday*. This was the day it was to be uploaded. People in the Action/Arcade forum of Compuserve lost all semblance of patience or manners. A message timed 05:23 am Eastern Standard Time read:

Well ... it's now 12/10 (e.s.t.), and no Doom! What's going on here anyway !!!!

I demand DOOM be released immediately!!!!

Then all hell broke loose:

Well now it is 7:25 am est and still no Doom. What's going on?

It's now 8:26 and still... no Doom :(

8:47am eastern... NO DOOM....-0

I came to work early for nothing!

IT'S 9:00am!!! WHERE IS IT?!!!!!!

9:40 Dallas Time - Where's DOOM!!!!

Will somebody PLEASE shoot me and put me out of my misery????

I WANT DOOM! AND I WANT IT NOW!

What had happened was that these whingers had filled up Compuserve's disk and ID couldn't upload. The more they clogged up the system with demands for Doom, the more they delayed its arrival. A lesson here perhaps? ID then posted a plaintive message:

I cannot upload the rest of the DOOM files ((2/3 & 3/3) to the action section. The system returns a FILE SECTION FULL when I attempt to upload it.

HELP!

Jay, id Software

SYSOP ONLY: PAGE ME I WILL STAY ONLINE



(Above) Your friendly rocket-launcher.
(Below) Character interaction.



ELL, it arrived in the end. Is it as good as we all hoped? Oh yes. Let's get the plot out of the way first. You play a space marine who has been posted to Mars after disciplinary problems (they had to bury your superior officer). Mars' moon, Phobos, is being used for experimental 'gateways' for inter-dimensional travel. These have become

dangerously unstable and a garbled message from Phobos says that 'something evil' is coming out of them.

You're part of the crack team sent to deal with this crisis. But as you wait outside (playing pocket billiards) all your comrades die hideous deaths. This leaves you in that ID cliché, alone but for your trusty pistol. You have to go inside, find some proper weapons, kill everything and get the hell out.

DOOM SPECIAL

(Opposite) Moody lighting and blood on the carpet. (Right top) Full auto-mapping. (Right center) Splatter city. (Right bottom) Tackling imps and the undead. Doom is state of the art graphics and carnage.



It's not an adventure game, iD cheerfully admit, but an 'action orientated slugathon'. There is no limit of lives but as you always restart with a feeble pistol, it's best to save often. Especially as all the monsters come back to live as well.

The weapons you'll find are shotguns, good for close range mayhem, chainguns to deal with those annoying platoons and rocket launchers. There is also a chainsaw which is useful for those close encounters. The registered version also has a plasma rifle and the awesome BFG 9000 which can clear whole rooms at a time.

There are all sorts of things to collect including keycards, ammunition, four types of health booster, three types of armour, devices for invisibility, immortality and night vision. Computer maps will show the whole level and radiation suits will give you limited protection in the pools of radioactive waste. There are a few puzzles, generally concerned with switches or getting your timing right, but really *Doom* doesn't require a keen analytical brain.

Other objects dotted around the place include petrol drums which you can blow up with a couple of chosen shots. Few things are more satisfying than the squelch and the jam sandwich effect when you explode one in the middle of your attackers.

It is a very violent game, more so than *Wolfenstein* and on a par with *Blake Stone*. The monsters include zombies, brown imps, pink demons, transparent spectres, flying skulls, one-eyed heads and Barons of Hell.

The graphics are some of the best, if not the best, ever seen on a PC. The smoothness of the near-full screen scrolling makes most commercial action games look simply pathetic. The texture mapping of *Wolfenstein* is now seamless over the floors and ceilings. The walls can be

any shape and the floors and ceilings any height. This means poles, diases, stairs, altars and a huge variety of rooms. Light diminishing adds to the realism and explosions light up the surroundings. The result is absolutely superb and atmospheric; this game can be genuinely frightening. iD has always been at the forefront of graphics programming and *Doom* is likely to keep them ahead for some time to come.

The sound is excellent too; the monsters growl as they attack and shriek gruesomely as they die. There is no music, which makes the atmosphere even more tense.

For real panic, there is a multiple player option. This allows up to four players over an IPX standard network. The game can either be Co-operative – with all players together against the foe – or Deathmatch. The latter is the most popular in our office. As well as dealing with the monsters you have to kill the other marines. These come in different colours and stay where they are when dead. It's not unusual to blunder across a dozen different corpses of the same player.

The shareware mission is 'Knee Deep In The Dead' and registration brings the next two, 'The Shores Of Hell' and 'Inferno'. Each has at least eight levels. iD has exceeded all expectations with *Doom*; it won't be equalled, let alone surpassed, for a long time.

Shareware by: iD

Registration: £34.95 from Accane (0695 51999), £37.95 from Transend (0274 622228) and £39.95 from PSP (0223 208288)

Needs: 386 or better, 4Mb RAM, VGA
Supports: Sound Blaster, IPX protocol (for networks)



FROM THE CREATORS OF WOLFENSTEIN 3D COMES

DOOM

FOR A GOOD TIME
GO TO HELL!

Another technical revolution in PC programming, DOOM promises to push back the boundaries of what was thought possible on a 386 sx.

Revolutionary programming and advanced design make for greater gameplay.

- * TEXTURE-MAPPED ENVIRONMENT
- * NON-ORTHOGONAL WALLS
- * LIGHT DIMINISHING/LIGHT SOURCING
- * VARIABLE HEIGHT FLOORS AND CEILINGS
- * ENVIRONMENT ANIMATION AND MORPHING
- * MULTIPLE PLAYERS (OVER A MODEM, NETWORK OR SERIAL CABLE)
- * SMOOTH, SEAMLESS GAMEPLAY

Requires 386sx, VGA, & hard disk

Id Software's DOOM is real-time, three-dimensional, 256-colour, fully texture-mapped, multi-player battle from the safe shores of our universe into the horrifying depths of the netherworld! Choose one of four characters and you're off to war with hideous hellish hulks bent on chaos and death!

The game takes up to four players through a futuristic world, where they may co-operate or compete to beat the invading creatures. It boasts a much more active environment than Id's Wolfenstein 3D.

ORDER FORM

Name: _____

Address: _____

Post Code: _____

Tel: _____

Access ☐ Visa ☐ Disk size:- 5.25" ☐ 3.5" ☐

Card No. | | | | | | | | | | | | | | | | | | | | | |

Please make your cheque or postal order payable to:

Arcane Distribution Ltd.

314-318 Peel House

Peel Road, West Pimbo

Skelmersdale, Lancashire

WN8 9PT

Please rush me my
copy of DOOM at

£34.95

plus £2.00 p&p

For a faster service Call (0695) 51999 or Fax (0695) 51666

ware

'Je ne regrette rien' sang Edith Piaf. Lucky her. She'd obviously never missed an issue of *PC Zone*. Here's your chance to buy back-issues and order our six-disk shareware special, jam-packed with great games.

Use the Dennis Direct Order line if paying by credit card **0789 490 215** or fill in the application details on the coupon in **BLOCK CAPITALS** and send with correct payment to: **DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU**. All prices include VAT and are post paid in the UK. **Overseas orders ONLY** – We can only accept Visa/Mastercard, Eurocheques in £s sterling and sterling cheques drawn on a London Bank. please add £3.50 to the total order, to cover additional postage.

ORDER LINE 0789 490 215

ZONE ORDER FAXLINE. If you require a VAT/proforma invoice or wish to pay by Access or Visa, you may fax your order to us on **0789 490878**.

Many are still available. The price covers postage and package and a small storage charge. Each back issue carries at least one cover disk chock-full of games. Tick the box on the coupon or call 0789 490 215.

Games Centre
10am—8pm Monday to Friday
10am—4pm Saturday
 2 minutes from Old St. Tube station, take exit 2

subject to our standard terms and conditions. E.&O.E.

071 608 0624
Fax: 071 608 0688

DataGEM Ltd Cheques and Postal Orders

Department PCZ, 23 Pitfield St, London N1 6HB
Orders against cheques with valid guarantee card numbers will be despatched immediately, otherwise upon cheque clearance.

All prices include UK postage and VAT and are effective until 28 March 1994
On overseas orders, postage is charged at cost. New titles will be sent as released and are subject to manufacturers' price reviews. All orders taken subject to our standard terms and conditions. E.&O.E.

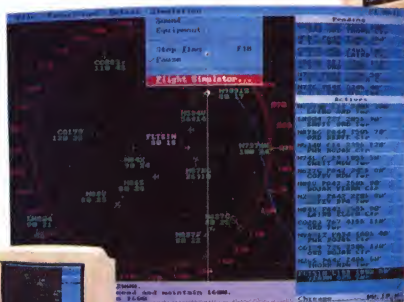


Mr Cursor

HE'S AFRAID OF HIS PC*



IN CASE YOU haven't already done so, take a long hard look at the pictures below – the pics of the bloke and the chick sitting at their respective computers. These pictures are taken from the back of the packaging of a game I found knocking around in the PC Zone 'cupboard', and I felt I had to share them with you. Why? Well, do you know what the two people in question are actually doing? I'll tell you. He's 'pretending' to be a pilot and she's 'pretending' to be an air traffic controller... he's 'pretending' he's coming in to land at Chicago or somewhere and she's telling him he'll have to circle awhile because she's just picked up some unexpected blips on her 'pretend' radar. It's scary isn't it, that two people might actually do this, and wear those clothes, and actually have headphones on and so forth. Welcome to the world of *Tracon Air Traffic Control*, a simulator that links up with Microsoft's *Flight Sim* series and allows the seriously sad to get it together with the seriously even sadder: but more of the game later, because I just want to quickly nip off on a brief (but very connected) tangent. Bear with me.



Okay, there was a bloke in my class at school called Barry, who, in the first and second year, was extremely popular – he had the God given

talent of being able to mimic the sounds of all sorts of gun noises with incredible accuracy. Machine gun bullets hitting sand? No problem. Shotgun pellets smashing through a window or thudding into a side of beef? It was like 'being there', take my word for it. Magnum with silencer taking out melon? Barry had it to a tee. AK-47 rounds ricocheting off granite and then making contact with a baby seal? You better believe it. He did other noises too, culminating in his piece de resistance which was a rendition of the entire opening sequence of the tv series *Captain Scarlet*... the echoey footsteps, the screeching cat, the dustbin lid, the gunshots (obviously) and the thud of the body hitting the ground. It was brilliant. He even had a Mysterons torch which shone twin rings across the walls of many a biology lesson, inducing much tittering from everyone bar the teacher. Like I said, Barry was popular. But then something happened. In the third year he suddenly became rather 'odd'. He gave up shoplifting pencil cases and plastic rulers from the shops in town at lunch time. He

stopped making his gun noises in lessons. He got rid of his Mysterons torch (he sold it to me actually). And he abandoned his *Captain Scarlet* skit. But that wasn't all, because he then went seriously koo-koo. For instance he started smoking roll-ups made from bus tickets (he kept a collection of these strange ready-rolled mini-cigs in a Tic-Tac container). He got into self mutilation using a compass. He took up rock climbing, developed a tattoo fetish, and then he started drinking meths. (Honestly, I turned up at his house once to copy his physics homework and he answered the door with a small glass of the stuff in his hand... that's not circumstantial evidence, it's hard proof). (Yes, about 190% proof. Ed.) In fact I could tell you some other Barry stories that'd make your hair stand on end, but there's no room. Suffice to say that at the end of the fifth year I heard (and here's the point of this whole tangent) that he had become a trainee air traffic controller. Yup, weird Barry, the wacko bus ticket toker, was going to be in charge of the country's over-crowded airlines.

Travelling out of or into Gatwick airport would never be quite the same again.

Which brings us back to *Tracon Air Traffic Control*.

Who exactly would buy an air traffic control game? What kind of people? And don't get me wrong here, because I'm not for a moment suggesting that the game itself is flawed – indeed I expect it's a highly accurate simulation in its

own way – but I am suggesting that there must be something amiss with the kind of person who would invest hours of their time in pretending to do this sort of stuff. The obvious answer is that the only people who would want to play *Tracon* are the same people who'd want to be real air traffic controllers in the first place. I'd venture further that the sort of people who'd want to be real air traffic controllers (and there can't be that many of them, let's face it) already *are* air traffic controllers – like ba-ba Barry, for instance. So it's QED: the people who buy *Tracon Air Traffic Control* are air traffic controllers. They spend their working hours controlling real air traffic and then, when they get home, spend their leisure hours pretending to do what they've already been doing all day anyway. And they all link up on a network, to boot – or so it would seem. Barry will be on this network, I have no doubts, and it scares me senseless: he may try doing what I did the only time I ever played the game (it took three minutes and was devilishly simple). Yes, one day, during his real job, while smoking a bus ticket and stabbing himself repeatedly in the neck with a compass, Barry might find the edges of fact and fiction becoming blurry... and become the most prolific mass murderer ever known.

But I fight back. It's not much, admittedly, but every night I play ID's brilliant 3D shoot 'em-up *Doom* and pretend that the monsters I'm killing are air traffic controllers. Hopefully one day there'll be a modem option which allows *Doom* players to link up with *Tracon Air Traffic Control* players in a fight to the death – and I'll tell you something for nothing: their radars may well be first class killing aids when aimed at an aeroplane, but they won't do them much good against someone standing behind them armed with a chainsaw, a shotgun and a bazooka. ☑

Tracon Air Traffic Control Playing Tips... By Barry

- (1) Vector nine large passenger jets and 32 light aircraft to the exact same co-ordinates at the exact same altitude, preferably over a city.
- (2) Wait until all the radar blips disappear.
- (3) Return to DOS.
- (4) Smoke a couple of bus tickets.
- (5) Drink some white spirit and sniff some glue.
- (6) Stab yourself in the wrist with a compass.
- (7) Go to work.

*and air traffic controllers



BOING! CRASH! SPLAT! EEK! FLUSH! AND THAT NAUSEATING SOUND A CAT MAKES HOARKING UP A HAIRBALL.

That's Al E. Cat and Sid The Mouse.

A twisted feline and a demented rodent who splat, crash and blast their way through over 80 loony



Rube Goldberg-style puzzles and over 75 mind-bending Toons parts including hair dryers, hat pins, and anvils.

Welcome to Sid and Al's Incredible Toons™. Following in the footsteps of its award-winning predecessor,



The Incredible Machine™, Toons seems harmless enough. But once the boulders start rolling, anvils start falling, and dynamite starts blasting, you know you're in for a sick ride.



With four different levels of difficulty, there's something for everyone. There's even a Home Toons Mode so you can trade your maniacal cartoons with all your deranged friends.

Sid & Al's Incredible Toons.

You couldn't have more fun if you dropped an anvil on your own head.

*Available at retail for IBM/compatibles. GUARANTEED FUN FROM
AVAILABLE FOR THE P.C. FOR FURTHER INFORMATION CONTACT (0734) 303171*

Dynamix®
PART OF THE SIERRA FAMILY

1000 mph and climbing... the twin

16,000lb turbo-thrusts catapult your fighter forward
like a deranged rocket-powered roller-coaster.

EVASIVE

ACTION

DUEL FOR THE SKY

You snap back into your seat as the G-forces hit you like a pile-driver. Suddenly there's a blip on your screen. Something's locked on your tail... and it's hostile! It's time for your ultimate challenge - time for **EVASIVE ACTION!**

EVASIVE ACTION is the adrenaline-pumping one-to-one air combat game where split screen dynamics and narrative "cut aways" deliver the whole buzz-of-battle experience.

Whether you're playing the computer, playing your opponent on one screen or linked terminal-to-terminal, your enemy is real - and unpredictable! Forget flight simulation. These are seat-of-the-pants action-packed dogfights and aerial stunts. Just pick up the joystick and choose from 4 very different game scenarios.



From the rat-a-tat machine-gun battles of WW1 fighters, through 1942 to the 90s high-tech weaponry and beyond, into the dark cosmic skies of deep space. But just how good a pilot are you? Can you touch-down on a carrier deck? Can you take out enemy installations? Can you handle the sheer clammy-palmed fun of out-and-out fearless flying? **EVASIVE ACTION.** It sorts the Hot Shots from the Top Guns.

Mindscape International,
Priority House, Charles Avenue,
Burgess Hill, West Sussex RH15 9PQ

